

WARHAMMER

CHAPTER 40,000 APPROVED

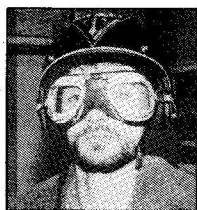


BOOK OF THE ASTRONOMICAN



WARHAMMER

CHAPTER 40,000 APPROVED



When they asked if I'd help put together a whole companion volume devoted to the **Warhammer 40,000** game, I leapt off my chair burling maniacal assent. They told me there would be a new scenario to write, a competition, snazzy artwork, army lists, and a complete figure guide. It sounded good at the time... I hope you agree that it's turned out pretty well.

Another nice thing about getting to write this editorial is that I have the chance to thank all the gamers and enthusiasts who have taken the trouble to write to me about **WH40K**. Whether you wrote in with ideas, rules queries, or just to comment on the game, thank you very much. Please keep it up! I'd also like to thank all the contributors, including David Wise for his invaluable contribution towards the army lists, and John Blanche for his painting guide. Don't forget, there's a regular *Chapter Approved* column in *White Dwarf* magazine every month, featuring even more material about the **WH40K** game and the universe of the Imperium.

So, what does the future hold for **WH40K**? Well, there are many new model releases planned for 1988, including the first plastic vehicles and some more plastic boxed sets. There are no less than three forthcoming books featuring **WH40K** material, including the long-awaited *Realm of Chaos* and *Warhammer Siege*. The first all-**WH40K** supplement is currently in progress, and will hopefully be out in the latter half of 1988. This is the spaceship combat game, including special boarding action rules, ship-to-ship combat, and the full low-down on Imperial ships and fleet organisation. And we have other plans, too... but you'll just have to wait and see what they are.

Best Wishes

Rick Priestley

Did you know...

The most poisonous recorded creature is the Great Barking Toad of Catachan (*Catachanus Bufo Moribundus*). When startled, this creature emits a poison so potent that every life-form within a kilometer is killed within seconds - including the Great Barking Toad itself! The poison is so strong that it can even penetrate a sealed suit or powered armour. Respirators offer no protection. Because of its unusual powers, no-one has been able to study it successfully, and the details of its life-style remain a mystery. Fortunately, the Great Barking Toad is extremely rare.

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Warhammer 40,000 and Chapter Approved - The Book of the Astronomican are © Games Workshop Ltd 1988. All rights reserved.
 Cover art © Tony Roberts 1988.

Printed in the UK by Taylor Bloxham Ltd, Nugent Street, LEICESTER.

Games Workshop, Chewton Street, Hilltop, Eastwood, NOTTS, NG16 3HY.
 Games Workshop US, 1220 Key Highway, Baltimore, Maryland, 21230, USA.

Product Code: 007209

ISBN: 1 869893 33 6

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Plus - Special back cover giveaway! A thoroughly up to date and corrected weapon summary incorporating the new shuriken pistol and numerous profile revisions. Prepared and approved by the *Adeptus Mechanicus*, this summary is recognised by the *Inquisition* as the only true uncorrupted copy. Amend your copies of **WH40K** now (by order of the Administratum). Non-compliance may result in forfeiture of life.

THE WOLF TIME

The Wolf Time is a complete campaign for *Warhammer 40,000*. There are four distinct battles, each of which is played as a separate game, with the fourth and final one depending on the outcome of the first three.

If you intend to take part in *The Wolf Time*, you should read no further. The information presented below should be read only by the campaign's gamesmaster (GM). Decide now which one of your gaming group is to be the GM. If your group is very large, you may wish to have two or more GM's.

● GAMESMASTERS INFORMATION

access restricted
For GM only

The Wolf Time is a campaign in four battles. Each battle is separate, but the results of the first three will affect the forces available for the final confrontation. If you have played *Bloodbath at Orcs' Drift*, *McDeath* or *Terror of the Lichemaster* (scenarios for *Warhammer Fantasy Battle*) you will be familiar with the format.

At least two players are required, plus a gamesmaster (GM). As you are reading this, we'll assume that you wish to take the role of GM. Before attempting to organise the first game, read through the entire campaign. Make sure you are familiar with the general background and plot. Re-read the relevant section(s) before running any battle and prepare any additional unit record sheets you may need.

Although the campaign may be fought with only two players, it will be more enjoyable all round if several players are available for each side. It is up to the GM to organise players and determine who is commanding which side. Where a force is commanded by several players, it may be divided between them in any convenient manner.

● CAMPAIGN BACKGROUND

security grade alpha
For GM only

In the year 981.M41, Durlan Ocellati, a navigator with the Western Imperial Fleet, chanced upon a warp-route into eastern spiral sub-

sector '4' (known as 'The Wheel of Fire'). This large tract of space, surrounded by warp-storms, was long thought to be inaccessible. Ocellati, however, successfully mapped a psychic corridor through these storms and re-emerged into real space. This corridor has since been named "The Straits of Ocellati" after its discoverer. The straits provide access to over five hundred worlds, many of which are inhabited. Some were settled by Human groups before the time of the Imperium, others have been colonised by Orks and other alien races.

In the year 982.M41, the Emperor announced a five-year crusade into The Wheel of Fire and appointed the Spacewolves Chapter of the Space Marines to undertake the mission. Navigator Ocellati was sent to the planet Lucan, with orders to place himself under the command of Enoch Lord Lucan, the Commander of the Spacewolves. Less than a week after his arrival, the Chapter was at full readiness and its equipment stowed aboard the Restitution and her sister ship, the Vengeance. Before the year was out, they had passed through the Straits of Ocellati and into the very hub of The Wheel of Fire.

The voyages of the Spacewolves' five-year mission to uncover new worlds and cleanse them of the Emperor's enemies would provide sufficient material for a TV series, if not several high-budget feature films. But suffice it to say, the Marines did their duty. By the year 987.M41, the Spacewolf Armada was approaching its final target - the planet Xit.

Although the fact is unknown to investigators from the Imperium, the presence of Orks within The Wheel of Fire is entirely accidental. Approximately fifty years ago, a Charadonian Warfleet made a navigation error that resulted in a warp-jump into the area. The fleet was supposed to be heading towards Gundastol for a refit. Having accidentally jumped into The Wheel of Fire, the fleet found itself unable to escape, since the entire area is isolated from the remainder of the galaxy by a surrounding veil of powerful warp-storms. Reasoning that if there is a way in there must be a way out, the Orks have been looking for it ever since. In the process they have settled several dozen worlds, divided into many groups and, predictably enough, started killing each other. The original warfleet is now reduced to one or two hulks which ply between the settled worlds on an irregular basis.

The Planet Xit

Xit is typical of the Ork settled worlds within the Wheel. It was colonised by Humans before the Age of Strife, but as inter-stellar travel broke down, they gradually devolved into a non-technical, agricultural society. When the Orks arrived, almost all the Humans were rapidly slain or enslaved, the remainder being driven into the forests, mountains and other wild places.

Today Xit is ruled by the Ork, Kulo Kargash, self-styled governor in the name of the Charadonian Empire. In fact, there has been no contact with Charadon since the fleet entered The Wheel of Fire 50 years ago. Xit is just one of a number of independent Ork planets, contact between which depends upon the infrequent visits of fleet ships. Xit is rich in mineral ores but incapable of supporting much that Orks care to eat. As a result, the Xits depend upon trade with other Ork worlds to replenish food stocks. As the campaign begins, 'Governor' Kulo is eagerly awaiting a long-overdue trade ship.

• THE CAMPAIGN

access restricted
For GM only

The four battles which comprise the campaign are as follows (cf Map 1):
Game

- 1 Station 1 - Temple Mountain Tussle
- 2 Station 2 - Into the Pit
- 3 Station 3 - Miasma at Trembling Teeth
- 4 The Final Battle - Kulo's Castle

The climax of the campaign is the Spacewolves' assault on Kulo's Castle. As it is enclosed within a protective powerfield, however, and

defended by laser emplacements, the castle is effectively invulnerable to a direct assault.

Before the Spacewolves can attack Kulo's Castle, therefore, they must attempt to destroy the three generating stations that provide its power. If the Marines' initial attacks on these installations are even partially successful, the loss of power will mean that the Ork defenders will be unable to use their powerfield or lasers.

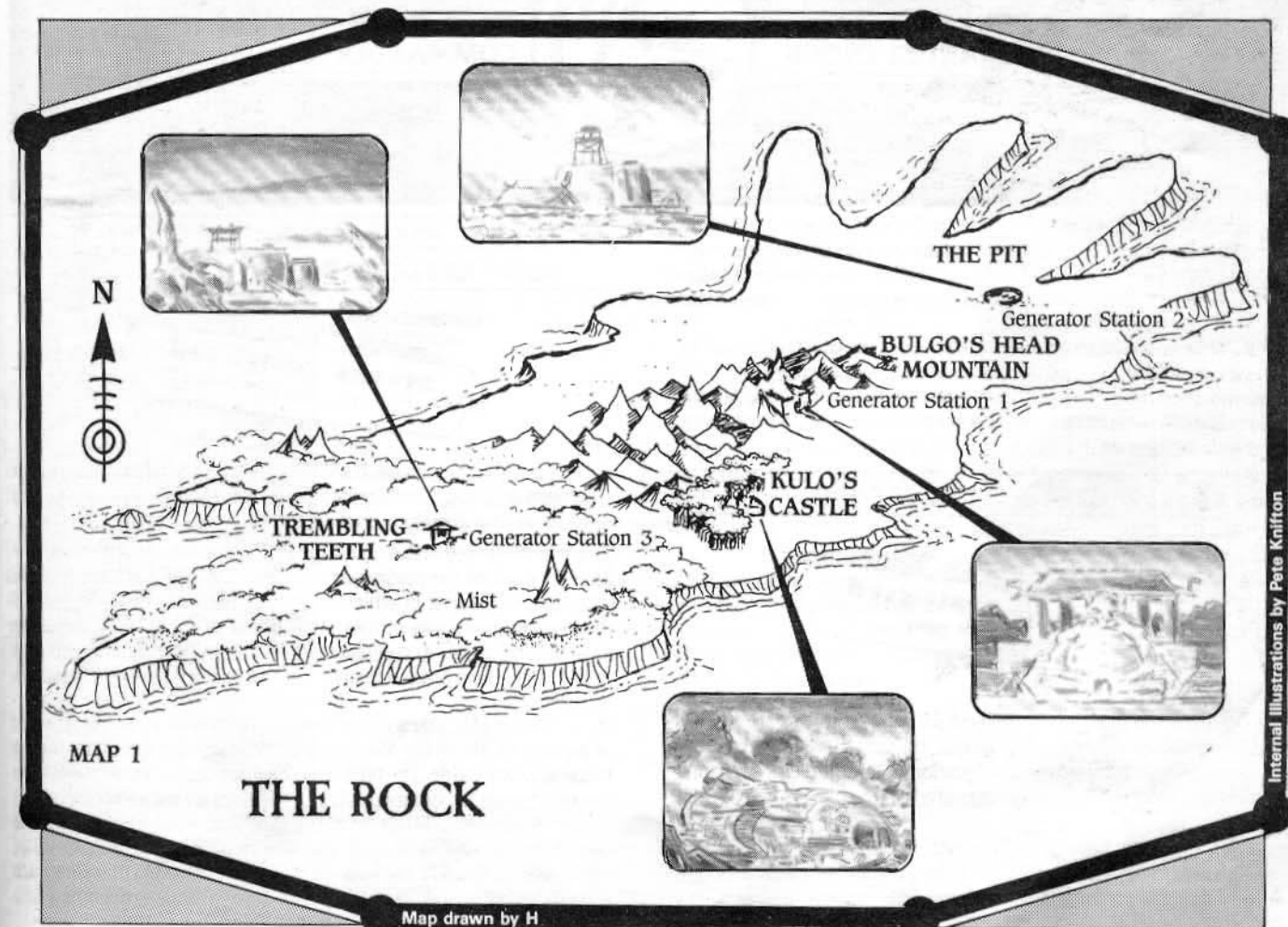
The Marine plan is thus to attack and destroy the generating sites in a series of dawn raids. Once their targets are destroyed, the three attacking forces will meet at Kulo's Castle to crush the Ork garrison.

The first three battles form a prelude to the main action. They are assumed to happen simultaneously. They may be fought in any order, as the results of one battle cannot affect another. Once these battles have been resolved, the final Space Marine assault on Kulo's Castle can take place.

• MARINE OBJECTIVES

security grade alpha
For GM only

The Marine commander is presented with a set of campaign orders and an outline of his complete force at the beginning of the campaign (See P.7). The commander should divide this force into three parts, called detachments. Each detachment will attack one of the generator sites. The commander may divide his forces in any way he chooses, provided that individual units are not split. The Marine commander is not obliged to divide the force equally if he does not wish to do so. The commander should read the Campaign Briefing (P.5) before deciding his strategy.





COMMANDER ENOCH



COMMANDER STORM



For example, the Marine commander may decide to put most of his forces against target two and take a chance on destroying the other targets. Alternatively, he might decide to place more troops against targets one and three, and attack target two with only a token force.

If the Marine commander wants to ignore one of the generating stations completely, he may do so. His forces are then divided between the remaining two sites. If a generating station is left intact, however, the Marine commander must face the possibility of failing to deactivate the castle's defences.

• ORK OBJECTIVES



The Ork player(s) have no choice as to where their troops are placed. The Spacewolves' raids happen so quickly that there is no time for the Orks to move troops from one location to another. Ork garrisons are detailed in the individual briefings given to the players before each battle.

The Ork player(s) have a fairly simple objective - to repulse the Spacewolves. They can do this either by preventing the destruction of the generator stations, or by defeating the Spacewolves at Kulo's Castle.

• THE SENSE OF URGENCY



Time is a crucial factor which will play a big part in determining which side wins or loses. The Marines must destroy their primary targets quickly so that they can converge upon Kulo's Castle.

This is represented in the campaign by the imposition of a secret time limit for each of the preliminary battles. The Marines have a secret time limit of 6 turns in which to achieve their objectives in each of the generating station battles (1-3). None of the players should be aware of this limit. To complete its mission in time to rendezvous at Kulo's Castle, each Marine detachment must achieve its objective within 6 turns.

If the Marine side takes longer than 6 turns to destroy one or more of its targets, surviving Marines will arrive late (or not at all) for the battle at Kulo's Castle. The preliminary battles continue until the Marine player achieves his victory conditions (or gives up and leaves the table). Neither side should be aware of the time limit - this is purely for the GM to record and work out. The GM must make a secret note of additional turns taken by the Marine side to achieve its objective once 6 turns have passed. The number of turns will determine how late the Marine forces arrive for the main battle.

● SPACEWOLVES' MARINE COMMANDER ENOCH'S CAMPAIGN BRIEFING



Marine Commander Enoch finished studying the report and made a gesture that instantly deactivated the holoscreen. Such a pity - he thought - that a planet as bountiful as Xit should have fallen into the hands of Orks - creatures that were as unappreciative as they were cruel.

He was alone in the office that adjoined his private suite; a warren of rooms whose extent belied the fact that he lived and worked aboard a fighting spacecraft. The 'Restitution' had been his home now for almost five years. Five years ago, Commander Enoch, with nine of the ten warrior-companies that comprise the Spacewolves, had joyously begun the chapter's five hundred and nineteenth crusade. There were few warrior-brethren left now. The crusade was almost at an end. Soon they would return to their own world of Lucan and the formidable fortress-monastery that was their ancient home. Xit would be their final challenge - the last campaign of a five year mission to cleanse recently discovered worlds of alien occupation.

The years had taken their toll on the chapter's resources - both human and otherwise. The Restitution's sister ship, the Vengeance, had been lost in the fighting around Tulwa. Her brave crew and half the fighting contingent died in the burning hulk. Most of the transport still lay immobile and rusting in the swamps of Jytor. It was doubtful if the Restitution was in any condition to fight, twenty seven percent of her hold capacity and thirty four percent of habitable areas were sealed pending major repairs. Over a hundred men had been trapped in the damaged sections when threat of depressurisation forced the decision to seal. Commander Enoch was glad this was the last mission. The Imperial edict that began the crusade was an inestimable honour, but its completion would allow much-needed time to rebuild the weary and depleted Spacewolves.

Already Enoch's keen analytical mind had begun to formulate a plan of attack. The holoscans had given him all the information he needed. The resident Orks appeared to be little more than a colony. But it was a large colony and well defended. Global war would be time consuming and difficult given the depleted state of the Spacewolves.

But Enoch had already chosen his target. He recalled the holoscreen picture of the island, a grey-green speck against the background of the great, curving, blue bay of the western continent. "The Rock", he called it.



● SPACEWOLVES' CAMPAIGN ORDERS



The Spacewolves chapter of Space Marines has been engaged on a five-year crusade in the previously unexplored Wheel of Fire sector. Now the crusade is almost at an end. Your spacecraft, the *Restitution*, is currently maintaining orbit around the planet Xit. Sensor scan reports show the planet was once occupied by Humans, but has been taken over by Orks. The centre of Ork power lies on a tiny island known as The Rock. The object of this campaign is to end Ork rule by destroying their power base.

● YOUR FORCES

The troops at your disposal comprise the remaining warriors of the Spacewolves chapter of Space Marines. Much of your equipment has been expended during the crusade and many of your brethren have fallen in battle. The GM will provide you with a separate list of your forces.

● SURVEILLANCE REPORT

Surveillance Unit Fury, of the Hunting Wolf company, has already scanned the island and compiled several target reports:

The island is generally inhospitable and mountainous. The southern zone lies under the pall of volcanic clouds. The northern zone is extremely rocky and prone to geological disturbance. The central area is mountainous and steep. Only the western valley region is habitable, and this appears to be shrouded in thick jungle.

The prime target lies within the western jungles. We have identified a large orkish structure or stronghold. Bio-scans reveal considerable habitation, whilst high energy usage is indicated by energy-scan readings. This is undoubtedly the base we are looking for. It is surrounded by a strong powerfield defence and appears to contain heavier defensive armament.

Unit Fury ceased transmission as this report ended. Simultaneous energy flashes emanating from the stronghold were picked up on the *Restitution*'s ground scanners. The name and honours of Unit Fury

have been entered in the Book of Death. Prior to its loss, the unit made target reports from the north, south and central areas.

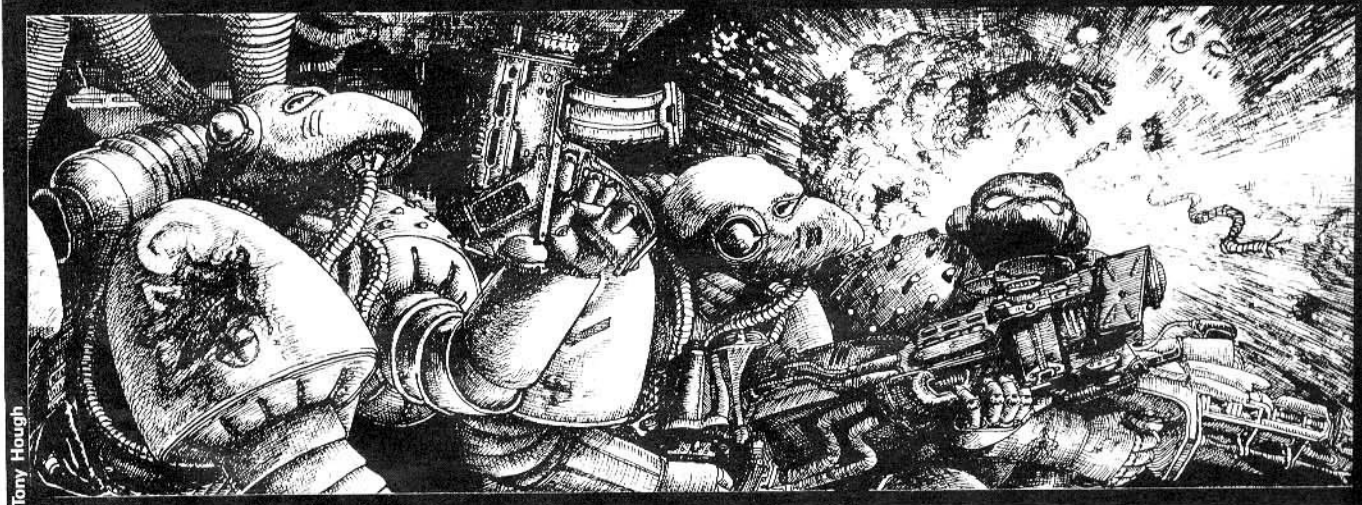
The western stronghold does not appear to generate its own power, but derives its energy from three separate installations. These installations have been investigated and a separate report has been entered for each (see *Targets 1, 2 and 3* - PP8-9). Given the strength of the stronghold's powerfield, it is imperative to destroy these generator stations before launching a main attack.

● THE PLAN OF ATTACK

Your mission is to destroy the Ork stronghold. With the *Restitution*'s main armament badly damaged, and the ground-to-space defences of the stronghold potentially devastating, this can only be achieved by a ground attack.

Before deciding upon your strategy, read the target reports that follow. You must then decide how to divide your forces against the individual targets. You may divide your force into three parts, to attack targets 1, 2 and 3, or you may decide to ignore one of the targets altogether. Each part of your force is referred to as a *detachment*. However, you must destroy 2 targets in order to deactivate the enemy's powerfield. Should you fail to do this, your assault will be impossible and the campaign is automatically lost.

Troops surviving the initial battles against targets 1, 2 and 3 will rendezvous outside target 4, the Ork stronghold. Additional weapons will be teleported down to the area prior to the assault.



SPACEWOLVES TROOPS

The following troops are available for the campaign. The Marine player is at liberty to divide these troops into separate detachments as described in the Marine Orders. Individual units may not be split. Personality models may be allotted to any detachment.

PERSONALITIES

Commander Enoch - Marine Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Powered armour. Displacer armour. Bolt gun. Bolt pistol. Power-glove. 3 Jokaero digital lasers built into power-glove.

Captain Storm - Marine Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	6	2	9	9	9	9

Powered armour. Refractor armour. Bolt pistol. Plasma pistol. Chainsword. Melta-bombs. Bionic eye with targeter (+1 to hit).

Captain Greylock - Marine Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	6	2	9	9	9	9

Powered armour. 2 x bolt pistols. Hand flamer.

Captain Inferno - Marine Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	6	2	9	9	9	9

Powered armour. Bolt gun. Bolt pistol. Power-sword.

Navigator Durlan Ocellati - Ordinary Human Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9

Powered armour. Power-glove. 3 Jokaero digital lasers.

Librarian Edrigar - Marine Champion (Psyker)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	5	1	8	8	8	8

Powered armour. Bolt-gun. Psionic mastery: 1. Psi-level: 10. Abilities: *aura of resistance*, *hammerhand* and *mental blow*.

'Bullock' Jet-cycle profile

LAND			AIR			
Max speed	Acc/dec		Max speed	Min speed	Acc/dec	TRR (land)
30	10		300	10	30	1



TRR (air)	Cp	T	D	Sv
3	1	4	1	6

Armament: Twin forward-firing bolt guns. Make a single 'to hit' roll at a single target. Equipment: Targeter. Auto-aim.



6 X SPACEWOLVES COMBAT UNITS

"HOWLERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	3	1	4	1	8	8	8	8

6 units. Each unit comprises 5 models, led by a sergeant or veteran Marine with profiles as basic Marine.

- 1 x Sergeant. Powered armour, Bolt gun, Bolt Pistol.
- 3 x Marines. Powered armour, Bolt gun, Bolt pistol.
- 1 x Heavy Weapon Marine. Powered armour, Missile launcher (shells: frag, crack - powerful), Bolt Pistol.



2 X SPACEWOLVES SUPPORT UNITS

"SNARLERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	3	1	4	1	8	8	8	8

2 Units. Each unit comprises 5 models, led by a sergeant or veteran Marine with profiles as basic Marine.

- 1 x Sergeant. Powered armour, Bolt gun, Bolt pistol.
- 1 x Heavy Weapon Marine. Powered armour, Missile launcher (shells: frag, crack - powerful, melta-bomb), Bolt pistol.
- 2 x Heavy Weapon Marine. Powered armour, Bolt pistol, Las-cannon.
- 1 x Heavy Weapon Marine. Powered armour, Heavy bolter, Bolt pistol.



1 X SPACEWOLVES ASSAULT UNIT

"TEARERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	5	5	4	3	1	5	1	8	8	8	8
Minor hero	4	6	6	4	4	2	6	2	9	9	9	9

Unit comprises 5 models, led by a sergeant with a minor hero profile. Remaining Marines have champion profiles.

- 1 x Sergeant. Powered armour, Bolt pistol, Powerglove.
- 2 x Marines. Powered armour, Bolt pistol, Flamer.
- 2 x Marines. Powered armour, Bolt pistol, melta-gun, Chainsword.



1 X SPACEWOLVES RECONNAISSANCE UNIT

"TRACKERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marine	4	4	4	4	3	1	4	1	8	8	8	8

Unit comprises 5 models riding 'Bullock' Jet-cycles, led by a sergeant with profile as basic Marine.

- 1 x Sergeant. Powered armour, Bolt gun, Bolt pistol, Jet-cycle.
- 4 x Marines. Powered armour, Bolt gun, Bolt pistol, Jet-cycle.



● **TARGET ONE -
CENTRAL ZONE
GENERATOR**

● **ORDERS**



Your detachment has been chosen to assault the mountain fortress that houses the island's fission reactor. See the accompanying reconnaissance report for details of the surrounding territory.

Your mission is to advance on and disable the Ork-held generating station situated within the fortress. Having deactivated the station, you will proceed to rendezvous with detachments 2 and 3 at Kulo's Castle.

● **RECONNAISSANCE
REPORT**

The exact whereabouts of the atomic generators is unknown. However, thermal scans and rad surveys indicate that the reactor lies deep inside the mountain. Access to the reactor controls must be possible from the fortress. Exactly how is not known.

The fortress perches on the side of a steep mountain. The north side rests against solid rock and is inaccessible from above or below. The east and west sides are sheer, but can be assaulted by means of flying troops. The south side is accessible via a narrow path. The east, west and south sides are protected by high walls, but there is a large gap in the south wall where it crosses the path.

Inside the compound is a large building which may be an industrial complex or hanger. In addition, there are two long huts. The target probably lies in the more substantial building.

The size of the station would be consistent with a garrison of around 15 Orks. There is no evidence of transport or heavy weaponry.

● **ENTERING THE TABLE**

Your force comprises those troops allotted to this mission by your commander.

Only airborne troops may enter by the east or west edge. Other troops must enter by the break in the south wall. It is not possible for any troops to move except via air or by means of the southern path.

The GM will inform you how the path restricts your deployment.



● **TARGET TWO -
NORTH ZONE
GENERATOR**

● **ORDERS**



Your detachment has been teleported to the north of Rock Island. This zone is the rockiest and most barren area of the entire island. The zone consists of a giant plain of crumbling slate. The ground itself is covered with shards of this brittle rock, sometimes to a depth of several metres. Inside this unwelcoming territory lies the second generating station - target number two.

Your mission is to advance on and disable the Ork-held generating station. Having deactivated the station, you will proceed to rendezvous with detachments 1 and 3 at Kulo's Castle.

● **RECONNAISSANCE
REPORT**

The target comprises a large circular building housing the main generator. The remainder of the station consists of a number of huts, all surrounded by a low wall. Ancillary constructions of an unidentified nature occupy positions close to the installation but outside of the walled area.

The size of the station would be consistent with a garrison of around 15 Orks. There is no evidence of transport.

The fuel source for this generator is unclear. The purpose of the ancillary constructions is also unknown. The area is known to be subject to localised subsidence of a sudden and violent nature. The area around the station seems free of this activity.

Your force comprises those troops allotted to this mission by your commander.



Listen closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our chapter itself is dying, even as I now am dying, and our foes shall gather to destroy us. Then my children, I shall list'n for your call from whatever realms of death hold me, and come I shall no-matter what laws of life and death forbid. At the end I will be there. For the final battle. For the Woldtime.

**Last Words of
Commander Leman Russ
Founder of the Spacewolves.**

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● TARGET THREE - SOUTHERN ZONE GENERATOR

● ORDERS



Your detachment has been landed on the edge of the zone known as the Trembling Teeth. The target lies within this zone. See the accompanying reconnaissance report for details concerning the surrounding territory.

Your mission is to advance on and disable the Ork-held generating station that lies within the zone. Having deactivated the station, you will proceed to rendezvous with detachments 1 and 2 at Kulo's Castle.

● RECONNAISSANCE REPORT

The target comprises two fortified towers housing thermal generators. These are easily recognised by their height (approx. 12 metres). The remainder of the station consists of small huts.

The size of the station would be consistent with a garrison of around 15 Orks. There is no evidence of transport.

The whole of the area is shrouded in sulphurous mists and water vapour derived from subterranean lava pits. Visibility at ground level is poor. The ground is extremely rocky and formations of compacted standing stones should provide plentiful cover.

● SPECIAL RULES FOR THIS GAME

Shrouded Movement

Your force comprises those troops allotted to this mission by your commander.

Because of the heavy mists, your troops can advance unseen towards the Ork station. To represent this, do not place your models on the table, but use counters made up before the battle instead. Some counters are real, others are merely bluffs, but the enemy will not know which is which until they are close to their target. The GM will explain any special rules that apply.

Although the mists are heavy, this does not affect weapons fire. You may assume that all weapons have sights which will penetrate the mists. If a counter fires, however, it is immediately substituted for a model, having given its position away.



● TARGET FOUR - ORK STRONGHOLD

● ORDERS



Having achieved their initial objectives, each detachment will rendezvous at the Ork stronghold. If powerfields are found to be intact, the mission is to be abandoned immediately. Otherwise, the attack will proceed as planned. Each detachment will begin its attack as soon as it arrives at the target. Access to the target is likely to be restricted (see below). It is vital therefore, that units enter the stronghold as quickly as possible.

Your mission is to destroy the stronghold. To accomplish this, additional supplies will be teleported into position as you approach your target.

● RECONNAISSANCE REPORT

The area surrounding the complex is heavily wooded, providing excellent cover almost to the walls. The stronghold is built around the ruins of a crashed Ork spacecraft, and is heavily garrisoned. There is a main entrance to the south and a separate vehicle entrance to the north. There is an additional domed area covering an aerial launch pad, through which it may be possible to bring airborne troops, although it will probably be necessary to destroy it first. The complex is protected by a powerfield and a laser defence system, but once the fields are down, entry to the stronghold should be no problem. No details of the interior are available.

● ENTERING THE TABLE

Your force comprises the remains of the three initial detachments. The GM will provide you with separate record sheets for each detachment.

At the start of the game, the GM will inform you which of your three detachments has arrived at the rendezvous. This may be one, two or all three detachments. If any detachments are late for the rendezvous, the GM will ask you to make a die roll each turn, to determine if and when they arrive.

Once a detachment has arrived, its constituent units are available to take part in the assault. Access into the stronghold is restricted. You can bring on only 1 unit (up to 5 models) at the south entrance, 1 unit at the north entrance and 1 unit at the aerial launch pad. Only flying units may attempt to enter via the dome.





● ORK GOVERNOR KULO'S CAMPAIGN BRIEFING



"Go on Gort - lost your appetite for blood have ya!," Lord Kulo screamed from his box overlooking the small fight-pit.

Down in the pit, Gort Garbash, ex-captain of the guard, was fighting for his life. Gort tightened his grip on the saw-edged knife, even as he parried his enemy's lunge with the iron hook in his left. Fast as a viper his blade struck, weaving invisibly past the steel belly-plate and into the gladiator's vitals. The Ork doubled in agony and slid shakily to the sandy floor.

"Gorim' Gorty!" applauded Kulo. The fifty specially invited guests added their appreciation, clapping and screaming drunkenly. Most of them had staked large sums on the result and fights began to break out in the crowd. Not that Kulo minded. Gort had killed seven of the gladiators already, but there were always more where they came from. Even as the applause died, another opponent was pushed into the pit via a barred entrance opposite the box.

"Here's anuvva one for ya Gorty!" cheered the drunken Kulo. "Let's see some more of ya fancy knife work."

The audience roared their enthusiasm. The Orks loved a good pit-fight and this was the best they'd seen in years.

"Rot your eyes Kulo," sneered Gort. "Ya've not got the spleen to come down here and let me kill you like the rat you are."

Kulo roared once more, shaking his great hairy head with undisguised mirth and slapping his gargantuan belly with his huge dark hands.

The audience added their own laughter, shouting and cheering, encouraging Gort or the gladiator depending on how they'd placed their bets. Yesterday Gort had been Lord Kulo's second in command. But Gort was ambitious. He had attempted to stab his master to death and take the governorship for himself. The plot failed: Gort was betrayed by his own immediate subordinate Rulko. Now Rulko, wearing Gort's finest uniform, sat in the governor's box next to Lord Kulo, gambling his reward money on his former master's performance. The gladiator was young and strong. Gort was beginning to tire. If this young buck didn't kill him, the next one would... or the one after. Either way, Gort was as good as Grox meat and he knew it. With fresh resolve the doomed Ork circled his foe. The gladiator slashed at his enemy's face, but Gort was too old a hand to flinch before such a simple trick. Gathering his energy, Gort pounced on the gladiator, driving the youngster back until he was pressed against the wall of the pit itself. The tension in the crowd mounted as they called for Gort to make the kill. The gladiator fenced away blow after blow, but his nerves were gone, he wasn't thinking straight, otherwise he could have easily avoided Gort's well placed knee...

For a moment the crowd laughed as the gladiator doubled up in pain. Then they gasped as Gort jumped onto the gladiator's back and sprang upwards, grabbing the rim of the pit's retaining wall. A guard instantly rushed forwards but Gort was already up. The guard fell in a heap as Gort's hook tore out his throat, spattering blood over Kulo and his guests. Like an avenging spectre, bloodied and mad-eyed, Gort fell upon his tormentors.

"I'll kill you... eat your hearts... damn you all!" screamed the battle-maddened warrior as his knife cut down another guard.

The bolter's flash cut through the gloom like a flash of lightning, and the crack of its retort contrasted sharply with smoke-heavy silence that followed. Rulko strode over to the fallen ruin of Gort and smiled. Lord Kulo stepped over to inspect the corpse.

"Good sport, eh?" he slobbered. "Now, what's all this I hear about an invasion?"

• ORK ORDERS - STATION ONE



You represent the forces of Ork Governor Kulo. Kulo's headquarters and base of operations is the island known as The Rock. As part of its garrison you have been assigned to guard generator station number one.

The station is perched high on the slopes of the mountain called Bulgo's Head (after a particularly pointy-headed Ork). As the Orks have no aerial transport, the only route to the station is a narrow path which winds its way up the south face. Although arduous to reach, the posting is at least quiet, not to say tremendously dull. As a consequence, the garrison is quite small: 15 Ork troopers, 5 technicians, and 1 commander.

The generator housing is an ancient building which the local primitives converted into a temple long ago. The compound is protected by high walls on all sides, except the north which backs straight onto the mountain. The south wall has been partly demolished to allow wagons to enter the station more easily.

The temple building conceals a vertical anti-gravity tube which permits access to a subterranean control room. Other than the five technicians, none of the Orks is allowed into this room. The garrison live inside two long huts situated inside the temple compound.

Your orders are simply to defend the station compound against hostile attack.

• DISPOSITIONS

At the start of the game you must position your forces as described below.

Units 1 and 2: Hut 1.

Unit 3: Anywhere within 12" of hut 2.

Technicians: The five technicians begin the game anywhere within the temple base area.

Commander: Hut 1.

3 X ORK COMBAT UNITS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Trooper	4	3	3	3	4	1	2	1	7	6	7	7
Champion	4	4	4	4	4	1	3	1	7	6	7	7

3 Units. Each unit comprises 5 models, led by a Champion.
 1 x Ork Champion. Flak armour, Mesh armour, Bolt gun, Chainsword.
 3 x Ork Troopers. Flak armour, Bolt gun.
 1 x Ork Trooper. Heavy bolter.

• FORCES

Commander Alug 'the Slug' (Minor Hero)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	7	8	8

The Ork commander in charge of this station is Alug the Slug. Alug is a neurotic Ork with a mean streak as wide as a highway. He dislikes the technicians, or 'boffins' as he contemptuously calls them. When the attack begins, Alug is sulking in his hut. He is armed and equipped as follows:

Power armour. Heavy bolter. Hand flamer. 2 suspensors (to off-set weight of bolter).



1 X ORK TECHNICIAN GROUP

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	4	1	3	1	7	6	7	7

There are five technicians, with Champion profiles.
 5 x Technicians. Flak armour, Bolt pistol, Sword

● SCENARIO ONE - TEMPLE MOUNTAIN

access restricted
For GM only

Years ago, before the Orks arrived and made everybody's lives miserable (and short), Temple Mountain was a place of peace and solitude. Every year the islanders made sacrifices to the gods with which they imaginatively peopled their island. Twice a year they celebrated the passing seasons with a great procession to the temple which their ancestors had built thousands of years previously. The guardians of the temple were wise oracles who would offer advice to the ordinary folk. Once in a while, a young child would be offered to the guardians and, if accepted, would be reared in the temple to become a guardian himself in his time.

Then the Orks arrived and killed everyone. They desecrated the large statue which the Humans had carved in the likeness of one of their gods, and turned it into a grinning Ork.

Despite an overwhelming lack of both imagination and technical competence, the Orks quickly realised that the temple housed ancient secrets of a very advanced nature. After a bit of tinkering and a lot of botching, the Orks managed to activate what turned out to be a huge fusion-grid. Such a device could only have been built when the planet was first colonised more than 10,000 years ago. Although the humans had long since forgotten it, the inner sanctum of the temple was in fact a control room.

Today the temple provides much of the power used by Kulo's Castle. In better condition the station could provide far more power than the Orks need, but the generators are on their last legs and the Orks do not have the expertise required to fix them.

The temple is situated high on the side of a mountain. The mountain rises sheer above the temple to the north side and drops away almost equally steeply to the south, east and west. The only overland access is via the narrow winding path that leads to the southern gate.

● THE TABLETOP

The tabletop represents the entire temple compound - the edge of the table being the surrounding wall. To the north, the mountain rises almost vertically. On the other three sides, the temple grounds are surrounded by a high wall beyond which is the sheer drop of the mountainside. The temple area is thus protected by unassailable natural boundaries. The only egress is provided via the ruined gate in the south wall. The Orks have widened this gap to allow their animal-drawn transport carts to enter.

There is no need to represent the mountain or walls on the tabletop itself. The broken wall may be represented by rubble or by a simple chalk mark to indicate its presence. The gap should be 6 inches wide and positioned in the centre of one table edge. The temple complex itself should be set up as shown on *Map 2*. The compound is mostly flat. In addition to the substantial temple, there are two long, hut-like buildings, used as living quarters by the Orks.

The temple itself is quite large and the chances are you won't have a model building anywhere near large enough to represent it. However, this won't be necessary. The temple consists of a raised platform approximately 18" x 24". It has no walls, but six huge columns - three along each long edge - which hold up the roof. Right in the centre of the temple is a huge, black, circular pit, 3 inches in diameter. This is the top part of an anti-gravity transporter tube that takes people to the generator control room below (see *Building Profiles*, P.13). If you wish, you can represent the temple with a piece of card of the right dimensions. The positions of the columns and the anti-grav tube can be shown by drawing circles on the card. The result is a 'floor plan' that models can be placed and moved upon.

You could use a large pebble or stone to represent the Orkish statue, or perhaps you have access to a suitably sized ornament...

● RUNNING THE GAME

Well before the game begins, read the individual order sheets provided for each side. Battle is commenced by the Marines moving onto the table via the gap in the broken south wall. The Orks are almost, but not quite, totally unprepared, and some units have already begun to move from their barracks into the courtyard.

Set up the table and draw up any record sheets required before the game is due to start. Give your players their record sheets and orders when they arrive. If any side is to be commanded by more than one player, they should divide their forces between them in a mutually agreeable manner. Give the players time to organise themselves and digest their orders before play begins.

The Marines have the first turn.



Tony Hough

Ork

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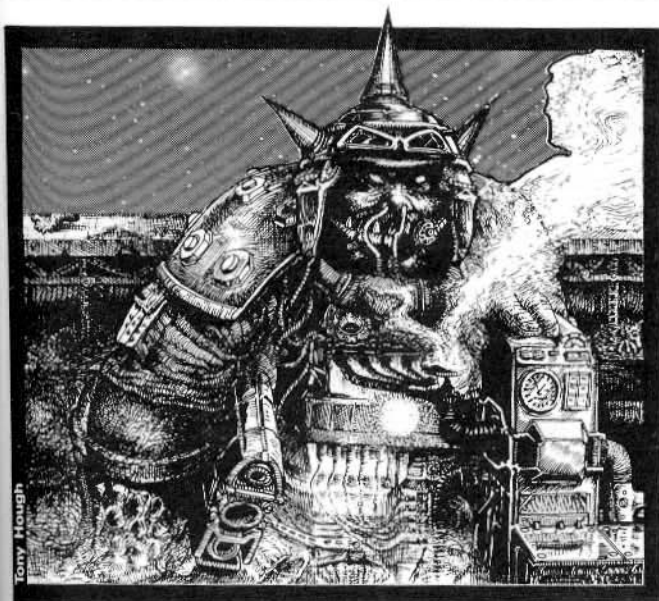
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Ork Dispositions

The Orks begin the game when the alarm has just been raised. The Marines have been seen charging up the mountain side, and an alarm has been given. Ork troops are positioned as described in the Ork orders: some at their posts, others scrambling around the temple courtyard and others trying to get out of their huts.

Marine Dispositions

The Marines may enter the table by one of two means. Aerial troops or vehicles may enter from the east, west or south edge. They may enter in the first turn or may be brought on at the beginning of any subsequent turn, as the controlling player wishes. Aerial troops may not enter from the north, as the mountain blocks their passage. Other troops may only enter via the broken gateway in the south wall. As the track leading to the gateway is very narrow, only 1 unit (5 models) may enter the table during a turn. Remaining units may be brought on in subsequent turns.

All troops entering the table measure their movement from the table's edge.

Time Limit

The players should not be aware of the time limit imposed on the Marine side. The GM should note the number of turns taken by the Marines to achieve their objective (i.e. deactivate the power station). If the Marine side takes longer than 6 turns, this may delay the arrival of the detachment for the final conflict at Kulo's Castle (see *Scenario 4 - Kulo's Castle*, P.30).

• BUILDING PROFILES

Temple

The temple base is made from solid rock and cannot be significantly damaged. The six columns are the tops of the giant fuel rods which power the fission reactor deep inside the mountain. These too are practically indestructible. The building's roof, however, is a later addition and may be damaged. It comprises 30 separate building sections each of *Toughness* 8 and *Damage* 5.

The statue in front of the temple is also made of solid rock, and can provide hard cover for up to two models.

In the centre of the temple is a circular pit. This should be represented by a 3-inch-diameter card marker. The pit is completely black. Any model stepping onto the pit will sink slowly underground until they reach a cavern beneath the temple. It takes one whole turn to make this journey, and up to 4 models can fit into the lift at a time. So long as the reactor remains intact the anti-gravity lift can also be used in the reverse direction to ascend to the temple above.

The cavern is small and contains an assortment of control panels, monitoring gear and such like. This is the reactor control room. The equipment has *Toughness* 5. Every time a wound is caused on this equipment roll 1D6. A result of 5 or 6 means the reactor is disabled. A grenade dropped down the anti-gravity tube will automatically hit anything in the room, including control equipment. Any Marine in the control room can shut down the reactor by rolling his *Intelligence* characteristic or less, on 2D6. Only one attempt may be made per turn.

Once the control equipment is destroyed, the anti-gravity tube ceases to function. The room is then sealed automatically and anyone inside will be trapped.

Ork Huts

The two main huts are identical. Each has two building sections (T 8, D 5), a single door (T 6, D 1) facing the centre of the compound, and two windows on each external side.

Rubbish Piles

As the naturally messy creatures that they are, the Ork garrison has succeeded in covering the temple compound with numerous rubbish piles, pits, and assorted bits of junk. The largest pile lies beside the ruins of the south wall. These piles can be arranged to suit your table. They provide vital cover for both sides. All rubbish piles are treated as areas of difficult terrain as well as providing hard cover.

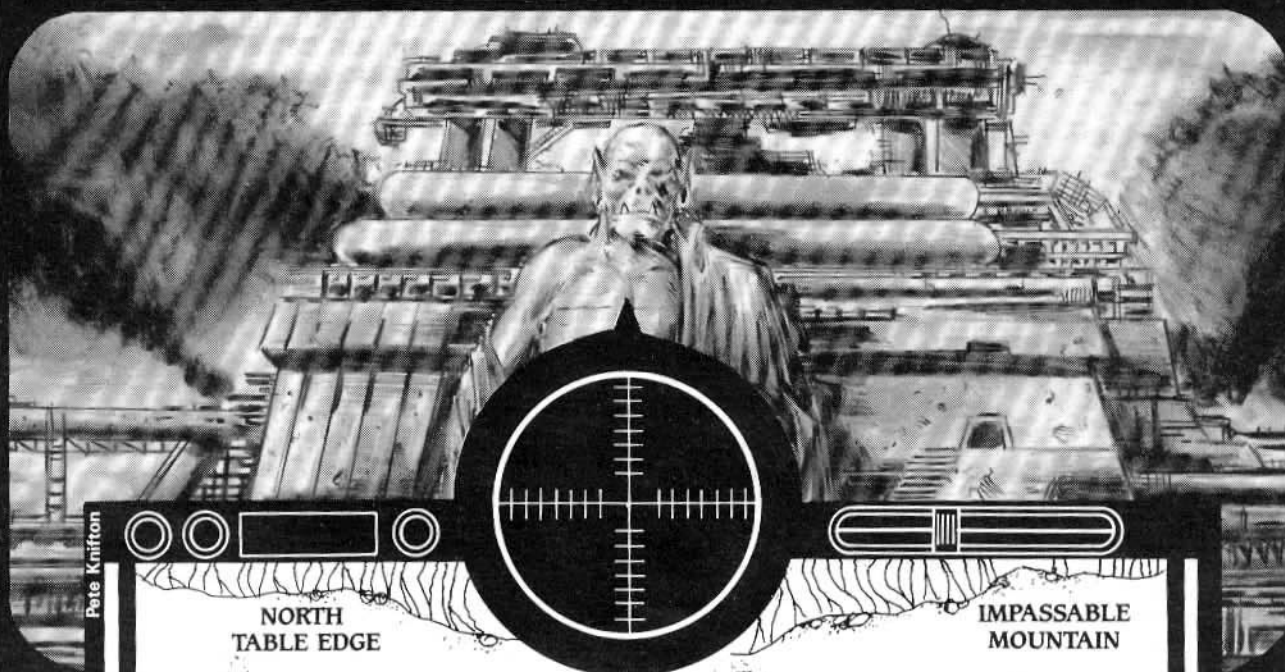
Doors

All doors permit 4 models to pass through each turn, reducing movement to half rate. The temple is open to the outside and so entering or leaving it imposes no penalty.

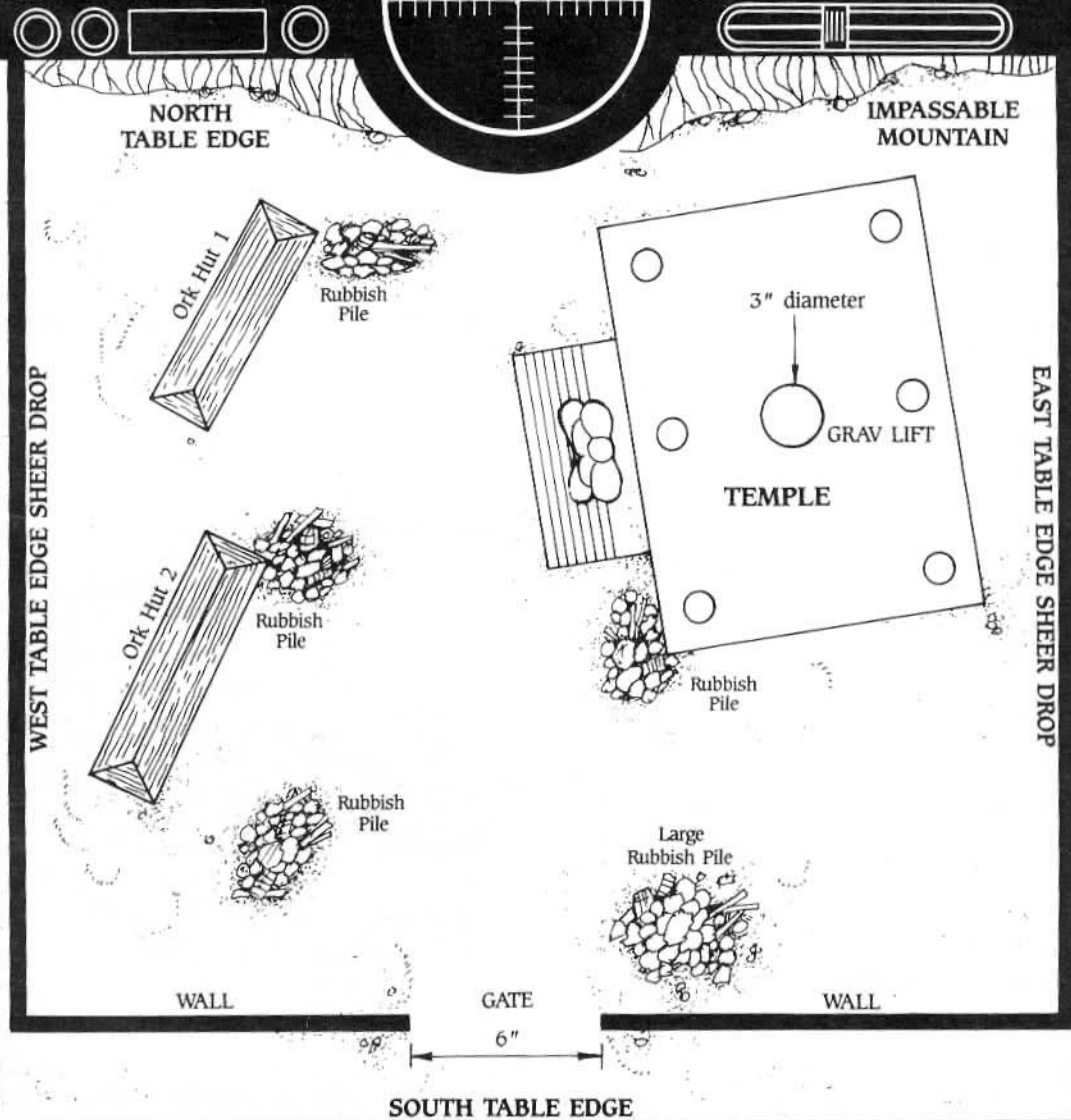


The Horus Heresy is reckoned by many to rate as the greatest single disaster ever suffered by the Imperium. The specific details of the heresy are known only to the Emperor, but its broader history is the stuff of popular legend. According to one version of the tale, Horus was once the most trusted servant of the Emperor. But in his heart there dwelt a hidden evil, and he became seduced by this evil, and came to nurture demons and other forces of destruction. Horus marched upon Earth with a third part of the hosts of the Imperium which he had seduced to his purpose. For seven days and seven nights the hosts battled until the Emperor caught Horus by the heel and cast him to the Eye of Terror and with him the third part of the hosts of the Imperium.

TEMPLE MOUNTAIN



Pete Knifton



SCENARIO 1

MAP 2

Map drawn by 'H'

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● ORK ORDERS - STATION TWO



You represent a small team of technicians and guards who have been posted to the northern area of "The Rock" where the technicians have built a generating station powered by subterranean pressure. Beneath the slate that forms the upper layers of the island in this area, extensive geo-thermic and seismic activity produces titanic pressures which blow through a network of natural tunnels and caverns. Some of these fissures open out on the surface in virtually bottomless pits from which scream tornado-strength winds. Occasionally the massive subterranean forces split open the rock itself, opening new pits with explosive violence.

By blocking off carefully selected pits in a localised area, the technicians have succeeded in diverting pressure through a single powerful turbine. This is used to generate power for the Ork stronghold at Kulo's Castle.

The station comprises a generator building and two long huts. These are surrounded by a low flint wall which may be crossed at a cost of half normal movement allowance. Your orders are to guard the station and ensure it is unharmed.

Until today, the project had been reasonably successful but suddenly you have run into problems...

● THE ALARM

Only minutes ago the main alarm sounded. The technicians working on the generator have encountered a sudden and unexpected rise in subterranean pressure. Unless this pressure is released as soon as possible, the whole station is going to explode - probably taking a fair chunk of the island with it!

To make matters worse, who should choose this very moment to attack...

Saving the Station

As long as there are at least three technicians inside the generator building, they can attempt to reduce the pressure build-up; but this will not prevent the inevitable explosion, only delay it. To save the

station, it will be necessary to open all 4 emergency pressure release valves. These are situated close to the station (at the 4 corners of the games table - see Map 3). It requires one Ork to open a valve, but it takes an entire turn to do so.

● DISPOSITIONS

At the start of the game you must position your forces as follows:

Units 1 and 2: Hut 1.

Units 3 and 4: Anywhere within 12" of hut 2.

Technicians: The five technicians begin the game inside the generator building.

Commander: Generator building.

● FORCES

Commander Zymot Thrallgash (Minor Hero)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	8	9	9

The Ork commander in charge of this station is Zymot Thrallgash. Zymot is dead keen on "technoll'ji" and spends hours looking over the shoulders of the technicians. He likes to surround himself all manner of gadgets, flashing lights and the latest in Ork know-whar. When the attack begins, Zymot is in the generator room getting in the way of the technicians and asking helpful questions like "What happens if it blows up then?" Zymot arms and equipment are as follows:

Power armour. Conversion field. Plasma gun with targeter. Hand flamer. Power-glove. bump-pack.

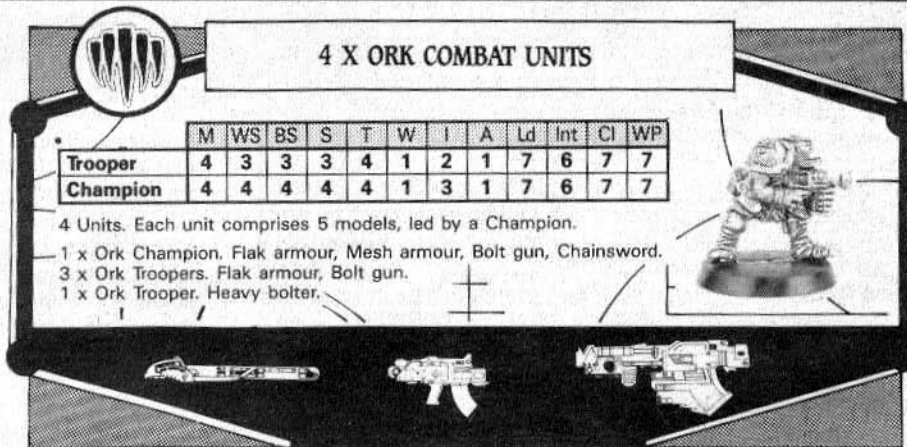


4 X ORK COMBAT UNITS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Trooper	4	3	3	3	4	1	2	1	7	6	7	7
Champion	4	4	4	4	4	1	3	1	7	6	7	7

4 Units. Each unit comprises 5 models, led by a Champion.

- 1 x Ork Champion. Flak armour, Mesh armour, Bolt gun, Chainsword.
- 3 x Ork Troopers. Flak armour, Bolt gun.
- 1 x Ork Trooper. Heavy bolter.

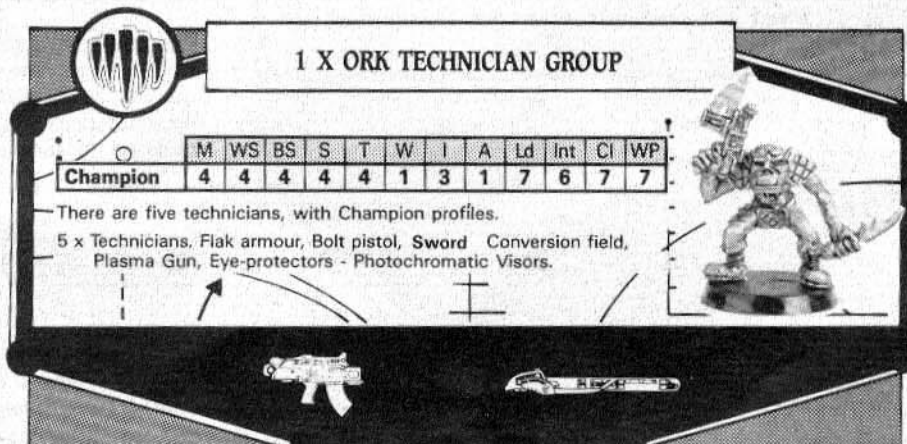


1 X ORK TECHNICIAN GROUP

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champion	4	4	4	4	4	1	3	1	7	6	7	7

There are five technicians, with Champion profiles.

- 5 x Technicians. Flak armour, Bolt pistol, **Sword** Conversion field, Plasma Gun, Eye-protectors - Photochromatic Visors.



● SCENARIO TWO - INTO THE PIT

access restricted
For GM only

The terrain to the north of The Rock is made up of vast beds of splintered slate punctured by sudden and bottomless pits. This dark, infertile and foreboding territory contains no habitation other than the orkish generator station called 'The Pit'.

The many natural fissures in this area are connected by miles of subterranean caverns and tunnels. Water, rising and falling with the tides, drives through these tunnels like a piston, creating enormous and sudden changes in pressure within the system. The resulting howling and roaring is frightening enough, but the titanic blasts of saturated air which issue from the pits at regular intervals can be truly terrifying. Pressure in the system sometimes becomes so great that the very ground explodes, giving vent to a great blast of water and creating a new pit in the process.

Doubtless, a race of competent mechanical engineers could turn this natural resource to their advantage. Even the Orks - a race of born botchers - have managed to capitalise on this local phenomenon. Although the results of their efforts appear crude and inefficient, the generator station works (after a fashion) and supplies Kulo's Castle with a fair measure of its power. By sealing a number of carefully selected blow-holes, the Orks have succeeded in diverting pressure through a single vent. Power is generated from turbines built into the vent. Due to the scarcity of specialist materials and skills, the system requires constant maintenance by orkish technicians, while the garrison spends most of its time filling in the new pits which have an alarming tendency to open up within the vicinity.

The surrounding terrain is very rocky, providing scattered areas of cover, while the station buildings themselves are surrounded by a low wall of crumbling slate. Inside this make-shift compound, the Orks have built two long huts to house the technical staff and garrison. The generators are located within the single, large, circular, flat-topped building in the middle of the compound. There is a look-out post on the roof which may be reached from the inside of the building via a hatch.

At four strategic points (the corners of the tabletop - see Map 3) is an emergency pressure release valve. These are used to bleed off excess pressure and play an important part in the game.



● THE TABLETOP

Set up the tabletop as shown below. You may make any suitable changes to accommodate the battle within your table area. Cork bark or broken-up cork tiling is ideal for both the surrounding scattered rock as well as the compound wall. The central generator building may be represented by any large, cylindrical construction - a large tin, plant pot or section of piping can be used as the basis for a model.

● RUNNING THE GAME

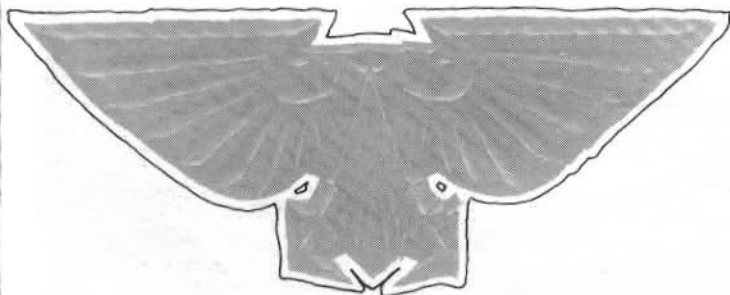
This game is based around a straight-forward assault by the Space Marines against the generator station. However, nothing is ever quite that simple in the WH40K universe! The Orks have been having a few problems with their system (as described in the *Ork Orders*). Briefly - pressure has built up to a dangerous level. Unless the Orks manage to operate the emergency release valves situated in the corners of the table, the station will blow to pieces. Meanwhile, there remains a real possibility of pits opening beneath the combatants and swallowing them up! Although the Orks are aware of the danger, the Marines are oblivious to the true nature of their predicament.

● ORK DISPOSITIONS

The Orks begin in the places indicated in the Ork player's orders. The Ork technicians are working in the generator building trying to avert disaster. The Ork garrison has just been informed of the pressure build-up and is rushing to the release valves. The Orks have been too busy to notice the encroaching Marines, and the look-out post is empty.

● MARINE DISPOSITIONS

The Marines may enter along the southern table edge from their first turn onwards. The Marine player is not obliged to place all units on the table in the first turn, but unit integrity must be maintained - they may not be split. Marines measure their first on-table movement from the edge of the table.



● GENERATOR EXPLOSION

The Ork generator is in a **bad** way. At the end of every Ork turn, the GM should roll 1D6, note down the result, and keep a running total. If this number ever reaches 20 or more, the generator has reached **critical condition**. This is accompanied by sirens, alarms and flashing lights - as will be plain to all models on the table.

As soon as the generator goes critical, the GM should secretly roll 1D6 and note the score. The result indicates the number of the turn at the end of which the generator will blow. For example, if a 1 is rolled, the generator explodes at the end of the Ork side's following turn. The sirens will continue to sound until the generator blows...

When the generator finally goes up, all models within the generator building or on its roof are automatically killed. Any model within 6 inches of the generator building must make its basic saving throw or be killed. Any model within 12 inches sustains an automatic hit at S 4.

● AVERTING THE EXPLOSION

The Orks may attempt to avert disaster by releasing pressure from the system. This can be done by technicians in the generator building or from the emergency pressure release valves situated around the table. So long as at least three technicians remain inside the generator building and do nothing else, the D6 pressure build up is reduced by 1 per turn. A roll of a 4, for example, will add only 3 to the total.

Alternatively, each of the pressure valves may be opened by any Ork model spending an entire turn doing so. The model may do nothing else - and may not therefore move or fire during the turn. The pressure

build up is reduced by a further 1 for each valve opened. If all valves are opened, the pressure automatically drops to zero and the generator is 'saved'.

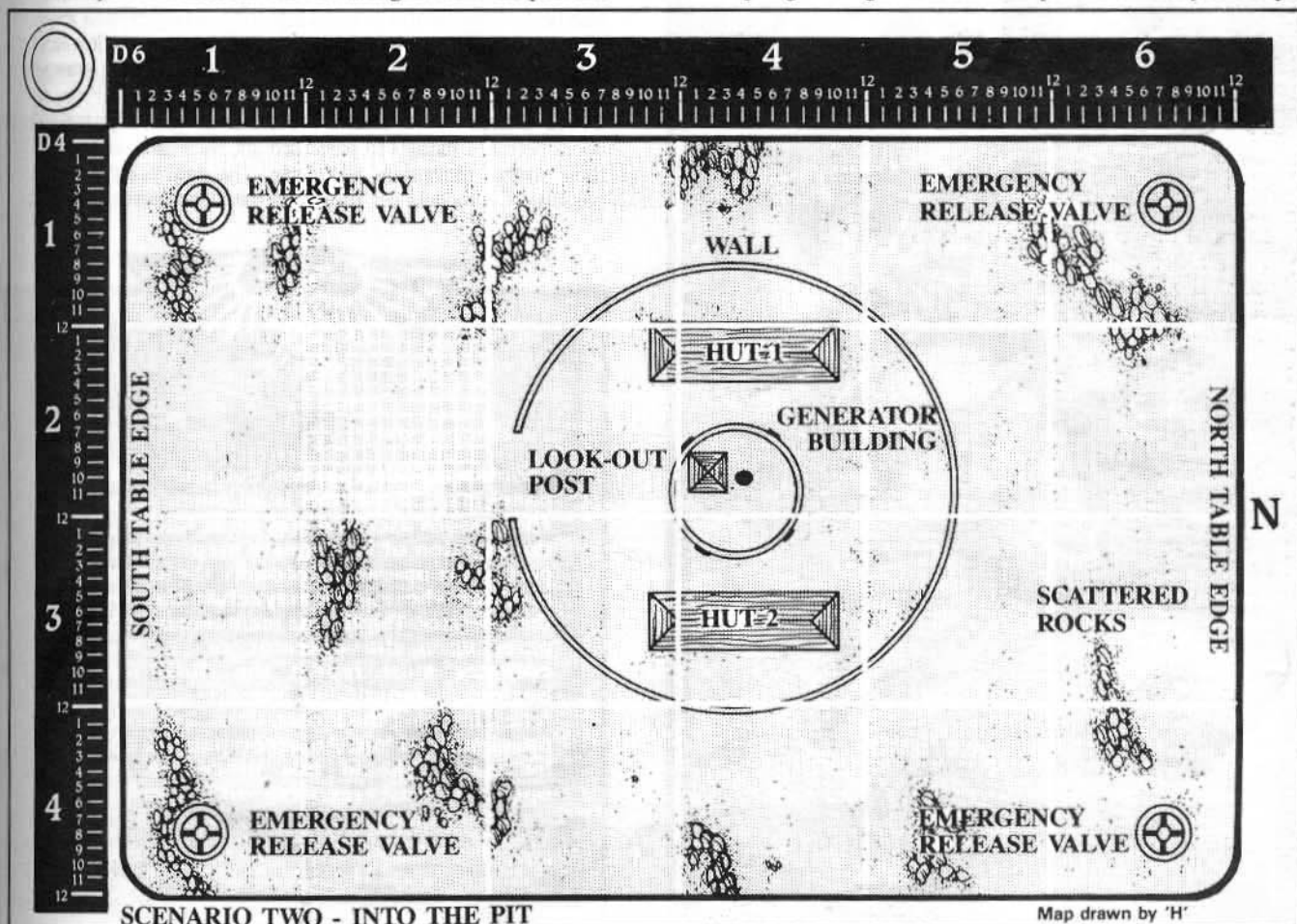
● PITS

Because of the extraordinary subterranean pressure in the area there is a strong chance that trapped air pockets will force their way through the rock. The result is quite explosive! To represent these explosions you will need to prepare a number of 2-inch-diameter card circles. These should ideally be black, as they will be placed on the table to represent newly formed pits.

At the end of every Ork turn, roll 1D6. If the score is a 5 or 6 an explosion has occurred. You should randomly determine the location of the resulting pit, using whatever method seems most convenient. For example, you could treat the sides of the table as the x and y axes of a grid. Assuming your table measures 72" x 48", you can generate the grid reference of the explosion by rolling 1D12 and 1D6 for the x-axis (if the D6 result is greater than 1, multiply the score **minus one** by 12, and add this to the D12 result to give a number between 1 and 72), and 1D12 and 1D4 for the y-axis (if the D4 result is greater than 1, multiply the score **minus one** by 12, and add this to the D12 result to give a number between 1 and 48). By plotting the outcome of these calculations on your table, you can find the location of the explosion where the axes intersect.

Place the cardboard pit marker at this point. Note that an explosion cannot occur under the generator building, but anywhere else may be struck.

Any model within the area of the explosion (as defined by the marker) must make its basic saving throw or be killed. Any vehicle failing its save plunges straight down into the pit and is destroyed. If a pit



SCENARIO TWO - INTO THE PIT

Map drawn by 'H'



opens up beneath a pressure valve, the pressure valve is automatically 'opened' - counting towards Ork attempts to ease the pressure build up.

Once placed, pit markers are left in position and may not be crossed for the rest of the game. A pit is a gaping hole and practically bottomless.

● TIME LIMIT

Although neither player realises it, the time taken to play the game has a considerable bearing on the result. The GM should keep a note of the number of turns before the generator is destroyed (or destroys itself). If this is achieved within 6 turns or less, any surviving or 'recovered' Marines may proceed to the final battle at Kulo's Castle.

If it takes longer than 6 turns to destroy the generator, the Marines can still go on to Kulo's Castle, but may arrive late (or not at all), as described in the section on that battle.

● BUILDING PROFILES

Ork huts. The two main huts are identical. Each has two building sections (T 8, D 5) with a single door (T 6, D 1) facing the generator building, and two windows on each external side.

Generator building. Although large, this is treated as a single building section (T 10, D 10). It has one double-door (T 6, D 5) on the west side.

Models inside the generator building may move onto the roof via the hatch through which 4 models may pass each turn.

If the building is destroyed, so is the generator. The generator may also be destroyed if attackers get into the building. It has a *Toughness* of 5 for the purposes of calculating damage. Every time a wound is caused, roll 1D6. A result of 5 or 6 means the generator is destroyed.

Doors. Except for the double doors into the generator building, all doors permit 4 models to pass through each turn, at a cost of half their normal movement allowance. The double doors permit the passage of 8 models per turn with the same movement penalty.



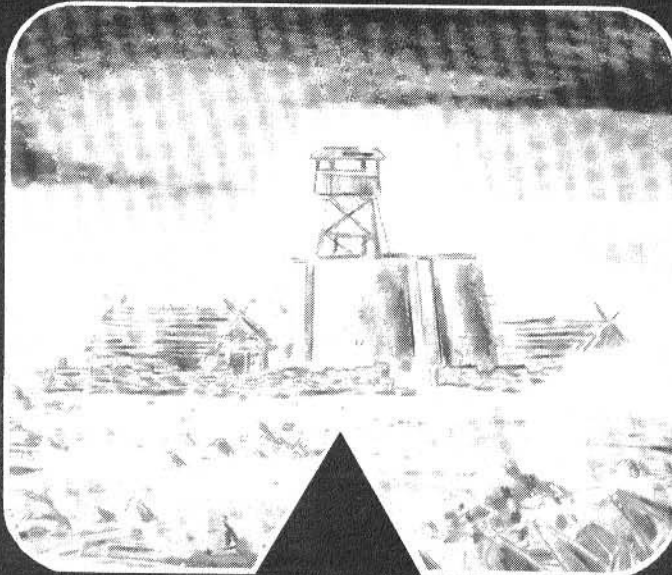
Should a machine not function upon striking the panel marked 'on' this is an omen of great ill. The reasons ascribed may be as follows. Firstly, the function of inadequate preparation on the part of the operator. Secondly, the action of the machine whose spirit may refuse the binding of the operator. Thirdly, the malintent of some third party upon the operator or machine. The operator must repeat the ritual from the beginning, repurifying himself, enscribing the runes, intoning the incantations, and striking the panel marked 'on'. An accompanying oath may be made. Should this procedure fail, the operator must recourse to consulting the instruction manual.

**Runic Spaceflight - An Introduction:
Naval Flight Manual W110E**

INTO THE PIT

MAP 3

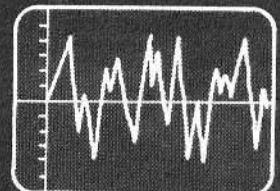
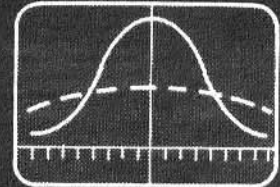
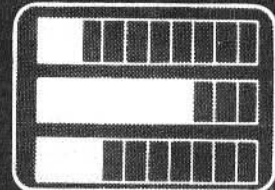
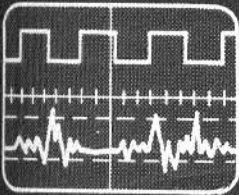
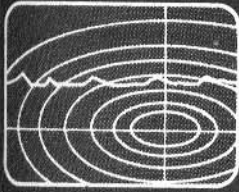
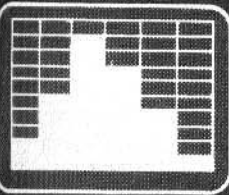
SCENARIO 2



Pete Knifton

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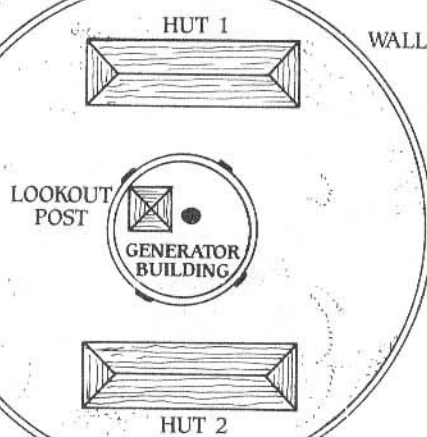


EMERGENCY RELEASE VALVE

EMERGENCY RELEASE VALVE

SOUTH TABLE EDGE

NORTH TABLE EDGE



SCATTERED ROCKS

EMERGENCY RELEASE VALVE

EMERGENCY RELEASE VALVE

● ORK ORDERS - STATION THREE



You represent the forces of Governor Kulo whose headquarters and base of operations is the island known as The Rock. As part of its garrison, you have been assigned to guard generator station number three.

Generator station 3 is situated in the area called the Trembling Teeth, a stone forest of awesomely huge rock formations, lava-pits and dense, enshrouding mists. It is not a popular posting. The station is important, however, and recent raids by primitive Human renegades have threatened to destroy it. The garrison has been increased to its present strength to secure it against these attacks.

Your general orders are simply to defend the station compound against hostile attack. The generator towers in the centre of the compound are important to the whole island and must be protected at all costs.

Renegade Human primitives still live in the region. Last week they attacked a supply convoy and destroyed 2 wagons. Food is consequently short. Three nights ago, fires were observed in the mist. The following morning, troopers went to investigate and discovered three stakes each bearing an Ork's severed head. Be on the look out for hostile humans.

● DISPOSITIONS

At the start of the game you must position your forces as described below. You may **not** begin to move your forces until the GM tells you to do so.

Units 1 and 2: Hut 1.

Units 3 and 4: Hut 2.

Unit 5: Split into two parts with 2 Troopers in each of look-out posts 1 and 2 (each with an emplaced heavy bolter). The Unit's Leader is also in look-out post 1.

Commander: In commander's hut.

● FORCES

Commander Kalug 'the Spanner'
(Minor Hero)

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	5	5	4	5	2	4	2	8	7	8	8

The Ork commander in charge of this station is Kalug 'the Spanner'. Kalug was originally an engineer with the Ork fleet and still prides himself on his mechanical expertise. As the game begins, Commander Kalug is engaged in one of his favourite pastime: taking 'Sally' (his specially modified heavy plasma gun) apart and trying to put it back together again. Unfortunately, Kalug hasn't quite worked out how to perform this complicated operation... The weapon cannot be used until it has been reassembled. To reassemble the weapon successfully, Kalug must spend the whole turn in his hut. At the end of the turn, roll 1D6. If you score a 6, Kalug has managed to get Sally back together. Kalug can spend as many turns as you wish trying to reassemble his weapon, roll at the end of each turn to determine success. Kalug is armed and equipped as follows:

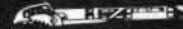
Power armour. Bolt gun. Bolt pistol.
Chainsword.
plus
Heavy plasma gun ('Sally'). 4 suspensors to off-set weight. Targeter.

ORK COMBAT UNITS 1-4

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
Trooper	4	3	3	3	4	1	2	1	7	6	7	7
Champion	4	4	4	4	4	1	3	1	7	6	7	7

4 units. Each unit comprises 5 models, led by a Champion.

- 1 x Ork Champion. Flak armour, Mesh armour, Bolt gun, Chainsword.
- 3 x Ork Troopers. Flak armour, Bolt gun.
- 1 x Ork Trooper, Heavy Bolter.

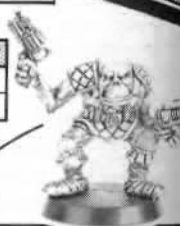


ORK COMBAT UNIT 5

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
Trooper	4	3	3	3	4	1	2	1	7	6	7	7
Champion	4	4	4	4	4	1	3	1	7	6	7	7

This unit comprises 5 models, led by a Champion.

- 1 x Ork Champion. Flak armour, Mesh armour, Bolt gun, Hand flamer.
- 4 x Ork Troopers. Flak armour, Bolt gun, Bolt pistol.



● SCENARIO THREE - MIASMA AT TREMBLING TEETH

access restricted
For GM only

Towards the south of Rock Island is the zone known as the Trembling Teeth. During the times of Human settlement, primitive farmers would bring sacrifices here, casting their offerings into the lava pits that bubble and froth at the heart of the region. Surrounding these pits are the dangerous crystal forests themselves; the strangely shaped rock formations that have given their name to the whole area. Like the Humans that lived on Rock Island before them, the Orks would prefer to avoid the Trembling Teeth, if only they didn't need the power that the region's hot lava pits offer.

To exploit this natural resource, the Orks have built a crude heat-converter, using materials salvaged from their defunct spacecraft. This imposing, if rather ramshackle station provides almost half of the power required by Kulo's Castle. Because of the dangers presented by renegade Humans and wild animals (not to mention treacherous rivals), the station is both fortified and garrisoned.

The station compound contains two primitive huts where the majority of the garrison live. Equipment, tools, and various odds and ends are stored in a large shed, next door to which the station commander has a smaller, private hut. The generators and thermal pumps comprise two tall, concrete structures positioned in the centre of the compound, and on top of each of which there is a look-out post.

Surrounding the compound is the rock-forest, dotted here and there with isolated lava-pits. The rock forest is made up of countless spire-like rocks, many of which are grouped together, affording excellent cover for the few wild creatures that inhabit the region. Moreover, the entire area lies under a sulphurous mist that clings to the ground and makes it difficult to see. The lava pits therefore present a considerable hazard...

● THE TABLETOP

Set up your tabletop as shown in Map 4, (P.25). You will need model buildings to represent the various huts, while the generator towers can be scratch built from any tall, plastic container (you will find a large plastic drinks bottle is ideal for making tall structures of this kind). The surrounding rock forest may be represented by stones, pieces of card stuck into modelling clay, scrunched up paper, or anything else you have to hand. Pebbles are fine for rocks and boulders, while the lava pits do not need to be represented at all - remember the whole area is supposed to be covered with a dark, sulphurous mist. The size and proportions of your table and the exact locations of the scenery are not important. You should feel free to amend the layout as you see fit.

Tall rocks provide cover in the same way as trees, low rocks count as walls. The distribution of rocks must provide cover for the attacking forces. As GM, you must be prepared to use a little common sense in adapting the details of scenery to your own resources.

● COUNTERS

In addition to the usual paraphernalia of model buildings, terrain, tapes, and so on, you will also need a number of special counters or markers to represent Marines in the mist (see *Marine Dispositions*, below). These 'shrouded movement' counters need be no more than scraps of paper or card. Each counter must be secretly marked on the face down side, to indicate whether it is a 'real' model or a 'bluff'. A slip of paper folded over and marked with an 'X' is ideal. You will require one marker for every model on the Marines side plus an extra 25%. Round up if necessary.



● RUNNING THE GAME

Well before the game begins, read the individual order sheets provided for each side. During the game, you must bear in mind what it is that each side is trying to do. This will enable you to provide useful hints or deliberate distractions to the players. For example, the Orks are expecting an attack by renegade Humans rather than Marines, so perhaps you could encourage the Ork commander to believe that the 'misty-shapes' he sees are just ordinary men.

Set up the table and draw up unit record charts for both sides before the players arrive. Once your players turn up, give them their order and record sheets. If each side is to be controlled by more than one player, they must decide which roles they are taking and which troops they are commanding. Once the players have organised themselves and thoroughly digested their orders, the game can begin.

• ORK DISPOSITIONS

The Orks begin in the places indicated in the side's orders. The Ork troops suspect nothing and so are not permitted to move until the Marines are spotted by the sentries in the towers, and the alarm sounded (see *Sounding the Alarm*, across).

Initially, the Orks see nothing other than mysterious shapes appearing from the mist. The Ork player is not allowed to react to these until he has sounded the alarm as described below. This will probably lead to a certain amount of tension! The GM should highlight this by telling the Ork player he can see 'nothing but whirling mist' or something along those lines. Remember, the Ork player has every reason to believe he is being attacked by primitive Humans - there is no reason why you should not foster this belief.

• MARINE DISPOSITIONS

The Marine player takes his shrouded movement counters and marks counters representing a Marine model with a cross. Counters representing Marines armed with special weapons must be marked appropriately. Counters representing character models must also be marked to show this is the case. Remaining counters may be left blank - these are 'bluffs'.

The Marine player does not position his models on the table, but places and moves his counters instead. Of course, some counters are real and others are bluffs - but the Ork player won't know which is which.

In the first turn, the Marine player must place all counters within 6 inches of the table edge (but no closer than 30 inches to the look-out towers, if your table is not particularly large). From then on, *all* counters (including bluffs) must be moved as if they were real models.

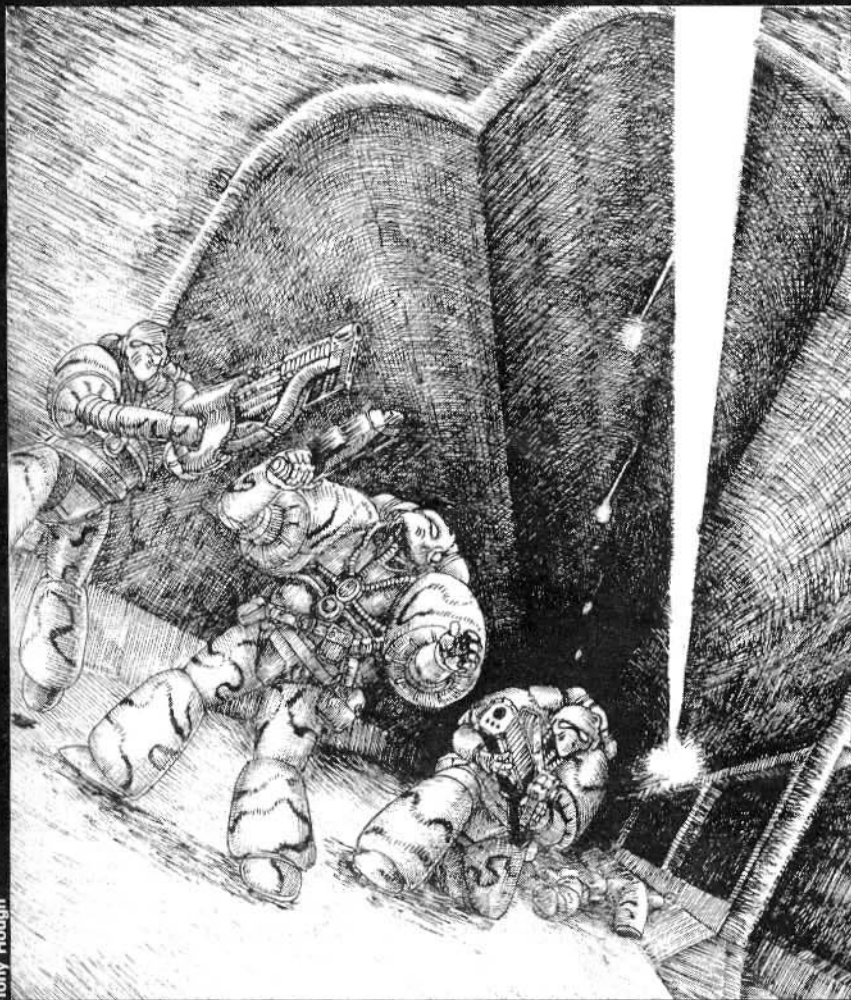
• SOUNDING THE ALARM

The use of counters represents the fact that the terrain is very misty and dark. The defenders will see only vague shapes, and sometimes they will mistake rocks for people.

The Ork player is not permitted to do anything until he 'spots' an enemy counter. It does not matter whether the Orks spot a real or a bluff counter. The chances of spotting a counter depend upon the distance between it and either of the two look-out towers. Check to see whether a counter has been spotted at the end of every Marine turn until the alarm has been sounded.

Range	D6 Roll to Spot
30"+	Can't be spotted
25-30"	5+
20-25"	3+
20" -	Automatic spot

At ranges above 30" a counter cannot be detected. At ranges of 25-30", the counter can only be detected on the D6 roll of a 5 or 6. At ranges of 20-25" the counter can be detected on the score of a 3, 4, 5 or 6. At a range of 20" or below a counter is spotted



Tony Hough



WE are the wolf that stalks
The stars in the sky

And swallows the star-fire

We hide amongst the night
When light is gone

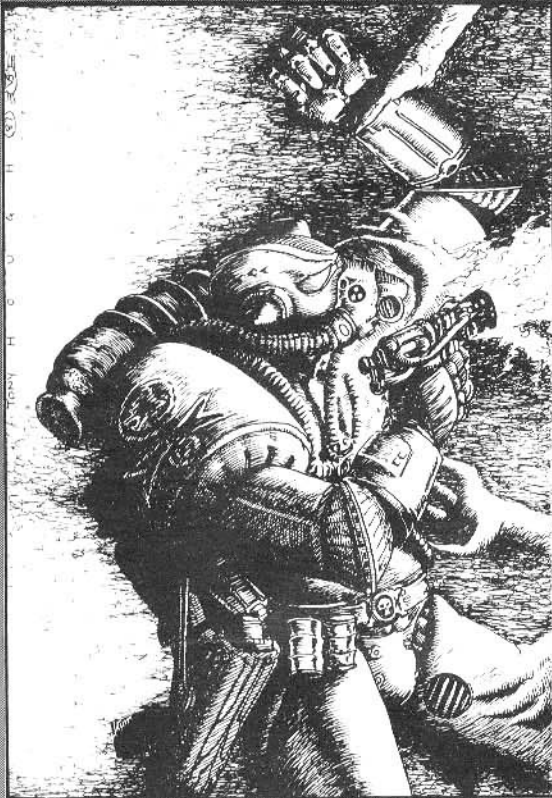
The Light is within us

We run the ruin of fire
In the darkness

Foes burn in our passing

*Battle Litany of
the Spacewolves*

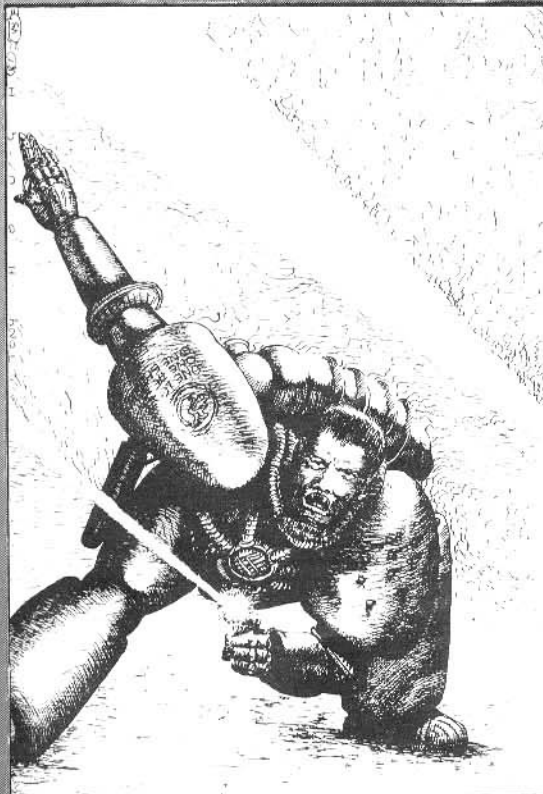
Tony Hough



CAPTAIN GREYLOCK



LIBRARIAN EDRIGAR



DURLAN OCELLATTI



CAPTAIN INFERNO





automatically. Once a counter has been spotted the alarm is raised. If any counter fires a weapon it is immediately spotted and the alarm can be given.

After the alarm has been given, the Ork side may take a normal turn. From then on, the normal turn sequence is used.

Note: Counters are not replaced with models, even when the alarm is sounded. Counters are only substituted for models as described below.

Placing Marine Models

Any model wishing to fire a weapon must be placed on the table and the counter representing it removed.

Any counter within 20" of an enemy model must be revealed for what it is and replaced with a model where appropriate.

Firing at Shrouded Counters

Once the alarm has been given, the Orks may fire against any counters within the normal maximum range of their weapons. When firing against counters, however, they will not know whether they are firing at a real or an illusory target. The GM must work out the outcome of the shot in any case, making any rolls and removing the counter as 'dead' if necessary.

● LAVA PITS

Any model moving outside the compound area risks stepping into a lava pit! Roll 1D6 in turn for every moving model or counter. If the

result is a 6, the model falls into a lava pit. A basic saving throw is allowed, but if failed, the model or counter is removed as a casualty.

Obviously, bluff counters cannot really fall into pits, but a die should be rolled for them in any case and their counter removed if necessary, just as if they were real.

Stationary models and counters cannot fall into pits.

● TIME LIMIT

Although neither player knows it, the result of the game depends very much on timing. The GM should keep a note of the number of turns taken by the Marine player to achieve his objective (i.e. deactivate the power station). If the Marines accomplish this in 6 turns or less, they have achieved the best possible result. Marine forces surviving the battle, plus any casualties 'recovered' by the side, may go on to fight in the battle at Kulo's Castle.

If the Marine side takes longer than 6 turns to complete its mission, any surviving/recovered forces may still go on to Kulo's Castle, but may arrive late (or not at all) as described in the section on that battle.

● BUILDING PROFILES

Ork huts. The two main huts are identical. Each has two building sections (T 8, D 5), with a single door (T 6, D 1) facing the centre of the compound, and two windows on each external side.

Store hut. This windowless building serves as a store for some of the Ork's equipment. It counts as a single section building of *Toughness* 8, and *Damage* 5. Its single door (T 6, D 1) faces north.

Commander's hut. The commander's private hut is a single section building (T 8, D 5), with two windows per side and a door (T 6, D 1) facing the centre of the compound.

Generator towers. Each tower is a three-storey, single section structure with a single door. Inside, there is room for only two models per storey, with ladders running up to the top. The towers are crammed with ducting, pipes and clanking turbines salvaged from an old spacecraft.

If one of the towers is destroyed, the generator becomes dangerously unstable. At the end of each turn following the destruction of the tower, roll 1D6. On a result of 6, the generator explodes, destroying all forces within 4" of either tower, and inflicting an automatic hit at S 4 on all models within 12". If both towers are destroyed before this, the generator is automatically destroyed.

The generator may also be destroyed if attackers get inside the tower. It has a *Toughness* of 5 for the purposes of determining damage. Every time a wound is caused, roll 1D6 - on a result of 5 or 6, the generator is destroyed.

Each section/level of the tower has a *Toughness* of 8 and *Damage* of 10. The doors have *Toughness* 6, and *Damage* 10, and open to the palm print of the commander only.

Look-out posts. At the top of each tower is a wooden look-out post. This is a single section (T 7, D2) but only has room for 4 models in total. It is reached via a ladder which takes 2 whole turns to climb.

Doors. All doors permit 4 models to pass through each turn at a cost of half their normal movement allowance.

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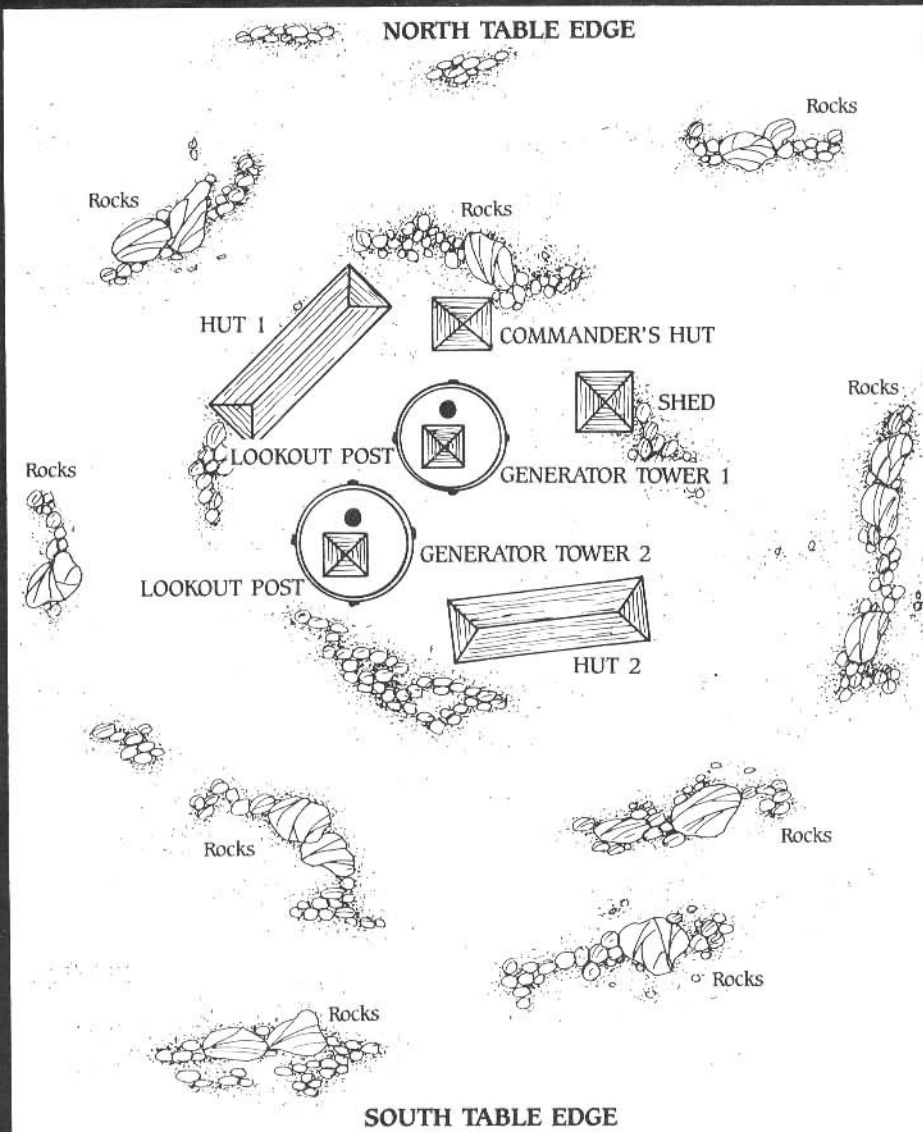
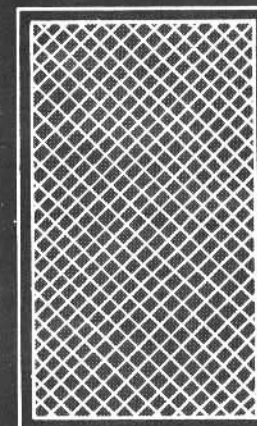
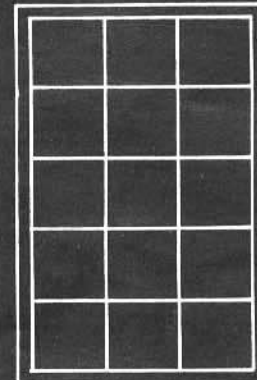
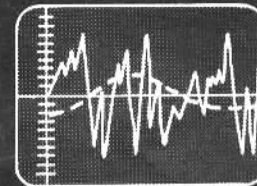
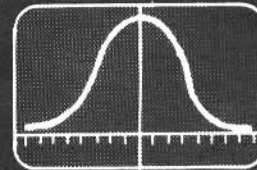
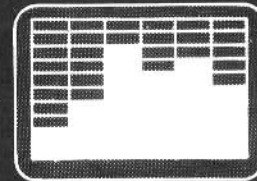
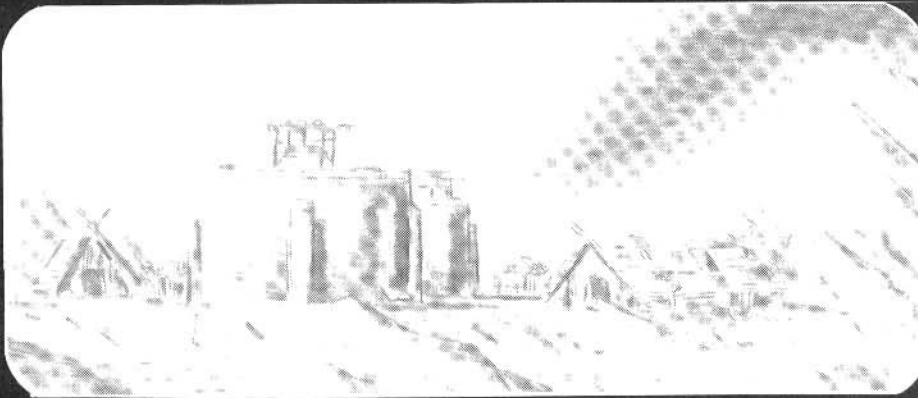
39

MIASMA AT TREMBLING TEETH

MAP 4

SCENARIO 3

Pete Knifton





KULO



RULKO



NAVIGATOR FOGG

DR. SPLEENRIPPER



Tony Hough



Tony Hough

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● ORK ORDERS - KULO'S CASTLE



You represent Governor Kulo and the inhabitants of Kulo's Castle. Your island has been under attack since this morning. Generator stations providing Kulo's Castle with vital power have been attacked by units of the Spacewolves Space Marines. The powerfield which isolates the stronghold from the surrounding hostile forests has been deactivated due to loss of energy, while the GM will inform you as to the condition of your laser defence system.

It is now early evening. Observers have reported troop movements within the surrounding forest. You have every reason to believe the enemy is preparing to attack. To make matters worse, wild animals have entered the stronghold following the loss of your powerfield. And Xit's wild animals are particularly deadly and ferocious.

● KULO'S CASTLE

The stronghold is built on two levels: a top 'spaceship' level, and a bottom 'dungeon' level. Kulo never leaves the bottom level except in a dire emergency. Down in his refuge he is safe. Only his inner guard and his most trusted servants are allowed in this level. Like any Ork commander, Kulo knows that he only has to turn his back for one moment and some ambitious young ork-buck will stick a knife in it. Kulo is preparing to defend his stronghold on the 'safe' level.

The top level of Kulo's Castle is inhabited by the less favoured members of Ork society, or *scumbos* as they are known. They will put up a bit of a fight, but are just cannon fodder really. If the boys up top can hold the enemy, well, so much the better. If they can't, it's no great loss. Whatever happens, none of the scumbos must be allowed into the lower region to endanger Kulo's life.

● DISPOSITIONS

The GM will provide you with a unit record sheet containing details of your force. Your troops are divided into troopers, characters, and scumbos. The scumbos are the common run of Orks, the dregs of a generally rather dreggy civilisation. Scumbos are arranged into units for games purposes. Although these lower caste Orks are ill-equipped and poorly led, they are *mean*! Why else is Kulo so keen to keep them up-top..?

Upper Level

- Unit 1 - Scumbos: H-pad control
- Unit 2 - Scumbos: Main hall
- Unit 3 - Warriors: Guard room
- Unit 4 - Scumbos: Zone B
- Unit 5 - Scumbos: Entrance
- Unit 6 - Scumbos: Entrance

Individual Guards

The following guards may not move to abandon their posting. They may move to nearby positions of cover, to attack enemies threatening them, but may not leave their post of their own volition.

- Guard - Vehicle bay
- Guard - Main hall
- Guard - Outside room A3 (stair)
- Guard - Outside room B4 (lift)
- Guard - Entrance

Lower Level

- Unit 7 - Guards: Barracks
- Unit 8 - Guards: Gladiator Pit (with Kulo)
- Unit 9 - Warriors: Great hall
- Unit 10 - Warriors: Great hall

Individual Guards

The following guards may not move to abandon their posting. They may move to nearby positions of cover, to attack enemy threatening them, but may not leave their post of their own volition.

- Guard - Torture chamber
- Guard - Door to Kulo's chamber
- Guard - Well room

Personalities

The following characters are positioned as indicated:

- Kulo (governor) - Gladiator pit
- Rulko (Captain of Guard) - Gladiator pit
- Navigator Fogg - Navigator's study
- Doc 'Bits' Spleenripper - Apothecary



● FORCES

Governor Kulo - Ork Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	8	9	9

Kulo is in charge of the whole base, the whole island, the whole damn world. He is a merciless, murdering maniac, and thus well cut out to run the planet. Kulo has become justifiably paranoid following several unsuccessful assassination attempts, and now prefers to rule Xit from the deepest and most secure level of Castle Kulo. He is enormously fat, and wears 2 suspensors just to enable him to walk normally. His maximum move is 4", which is *never* increased (to charge, etc.). Kulo is armed and equipped as follows:

Conversion field armour. Stasis field armour. 2 suspensors to offset personal weight problem. 2 Bolt pistols. Power-glove. Neuro-disruptor.

Captain of the Guard Rulko - Ork Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	7	8	8

Rulko is the new Captain of the Guard following the execution of the traitor Gort. Rulko is a nasty 'stab-in-the-back' sort of Ork. He prefers to advance his cause by underhand dealing rather than by actual fighting. He is armed and equipped as follows:

Powered armour. Flamer. Bolt pistol. Chainsword.

Navigator Fogg - Ork Major Hero.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	7	8	8

Like most Orkish navigators, Fogg is a psychic. Orks navigate by a crude process of intuition and primitive divination. So long as they stick to relatively short warp-jumps this works well enough. However, there are occasional accidents, like the one which has stranded the Charadonian fleet in the Wheel of Fire.

Fogg has a psychic mastery of 1 and a psi-level of 10. He is able to use the *hammerhand*, *mental blow* and *steal mind* abilities. Fogg has the following weapons and equipment:

Flak armour. Mesh armour. Bolt gun. 2 bolt pistols. 1 vortex grenade.

Doc 'Bits' Spleenripper - Ork Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	7	8	8

Doc is fond of 'experimental surgery', as many of his patients have discovered. It was whilst cleaning his chainsword that he lost his right arm, and whilst many surgeons would have taken this badly, 'Bits' merely saw it as an opportunity for further experimentation. His arm is a marvel of Ork bio-engineering 'know-what'. It doesn't work all that well but...by grumblat!...it's *impressive*.

Doc's arm is bionic and includes all the gadgets listed below. To represent the fact that this piece of technology is rather haphazard, roll 1D6 immediately before any phase of hand-to-hand combat:

- 1 - the arm goes wild, attacking any randomly selected model within 1" (including Doc Spleenripper himself)
- 2 - the arm simply fails to work for that combat phase
- 3-6 - the arm works normally

Doc Spleenripper is armed and equipped as follows:

Flak armour. Mesh armour. Bolt pistol.
plus
Bionic arm: Chainsword; Power-glove; 4 Jokaero digital lasers.

5 X ORK "SCUMBO" UNITS

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	6	7	7

5 Units. Each unit comprises 5 models. Led by a Leader with normal profile.
1 x Ork Scumbo Leader. Mesh Armour. Bolt pistol. Sword.
4 x Ork Scumbos. Flak armour. Bolt pistol. Sword.

3 X ORK WARRIOR UNITS

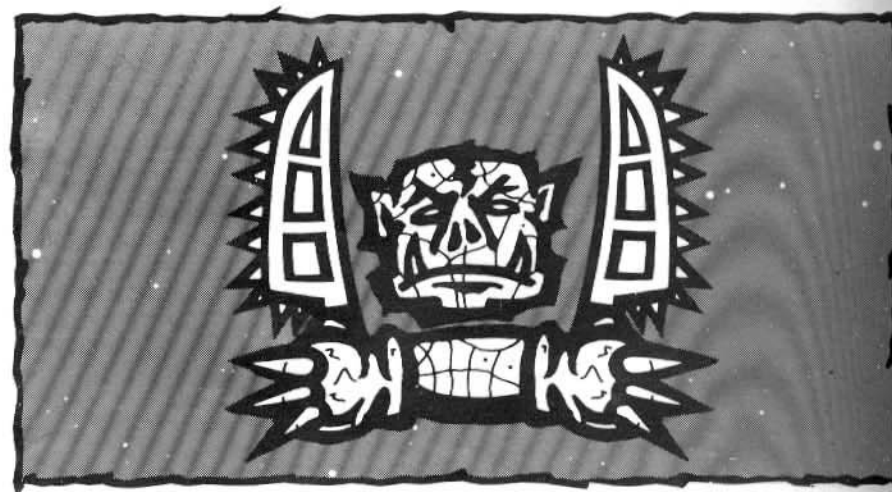
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	6	7	7
4	4	4	4	4	1	3	1	7	6	7	7

3 Units. Each Unit comprises 5 models, led by a Champion.
1 x Ork Champion. Flak armour. Mesh armour. Bolt pistol. Bolt gun. Combat accessory or sword.
4 x Ork Troopers. Flak armour. Bolt pistol. Bolt gun. Combat accessory or sword.

2 X ORK GUARDS UNITS

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	6	7	7
4	5	5	4	5	2	4	2	8	7	8	8

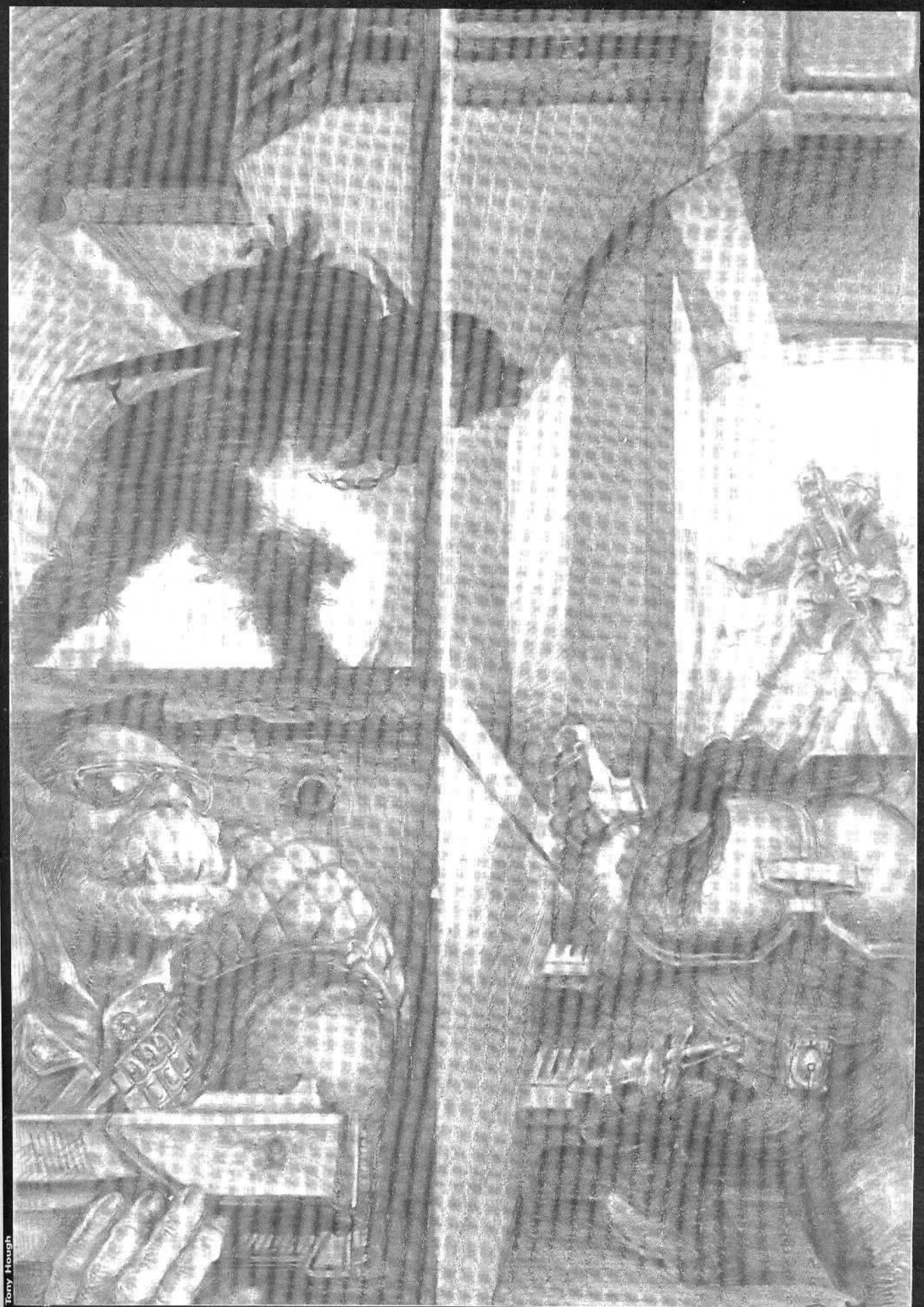
2 Units. Each unit comprises 5 models. Led by a Leader with a Minor Hero profile. The basic guards have champion profiles. There are an additional 8 individual guards posted throughout the castle (armed as ordinary Guards).
1 x Guard Leader. Powered armour. Bolt gun. Hand flamer. Chainsword.
4 x Guards. Powered armour. Bolt gun. Chainsword.



29



35



Tony Hough

● SCENARIO FOUR - KULO'S CASTLE

access restricted
For GM only

The final and decisive battle of *The Wolf Time* campaign centres on the Marine assault on the Ork stronghold of Kulo's Castle. Kulo's Castle lies in the western valley of Rock Island - a wooded area with a sizeable population of vicious wild animals which the Orks like to hunt and eat. The Castle itself is built around the ruins of an Ork spacecraft, and over the years, the Orks have extended the castle by building an underground complex beneath it. Many of the spacecraft's systems are still operational (after a fashion), but the Castle relies upon the three generating stations (described in the preceding battles) for its power.

Inside the castle live most of the Orks on The Rock. They are protected from the wild beasts of the forest by means of a force field called a powerfield. This is one of the ship's systems which still works. Another is the main armament which comprises a battery of six defence lasers. If the three generating stations have been destroyed, however, these systems are deactivated. With the loss of the powerfield, wild carnivorous beasts are able to enter the castle (much to the discomfort of its inhabitants and the confusion of attackers and defenders alike!)

● THE TABLETOP

This game is unlike any of the preceding battles because it takes place *underground*. To play it, you will require a fairly large table, although an area of floor is just as good. To represent the Castle's layout you will find that copies of the following Games Workshop floorplan sets are invaluable: *Dungeon Floor Plans 1*, *Dungeon Rooms* and *Citi-Block*. Of course, you can always make your own rooms and corridors from card, although it will require a bit of effort on your part. Alternatively, you can make up a comparable castle interior from any other floor plan sets that you may already have. It is also possible to mark out walls and doors on your playing table, dispensing with floor plans altogether. Don't let the lack of specific plans stop you playing the game. Although from now on we'll refer to specific bits of floor plans, you should consider this as an example of how this game *can* be fought rather than as strict instructions on how it *must* be fought.

This style of game is quite special and deserves further explanation. Make sure you understand how the game works before attempting to run it. Kulo's Castle is divided into two levels: the upper 'spaceship' level, and the lower 'dungeon' level. You will need to represent both levels on your playing area.

● THE UPPER LEVEL

At the beginning of the game, the Marines enter the Castle on the upper level and so have no knowledge of the lower one. The GM should lay out the upper level only. Do not set up the lower level until the Marines reach it. This is explained in more detail, below.

Set up the upper castle level as shown (see Map 5). The plans from the *Citi-Block* set were used for this map, and you may wish to use the special rules in the *Citi Block* booklet for grid movement and firing.



Tony Ackland

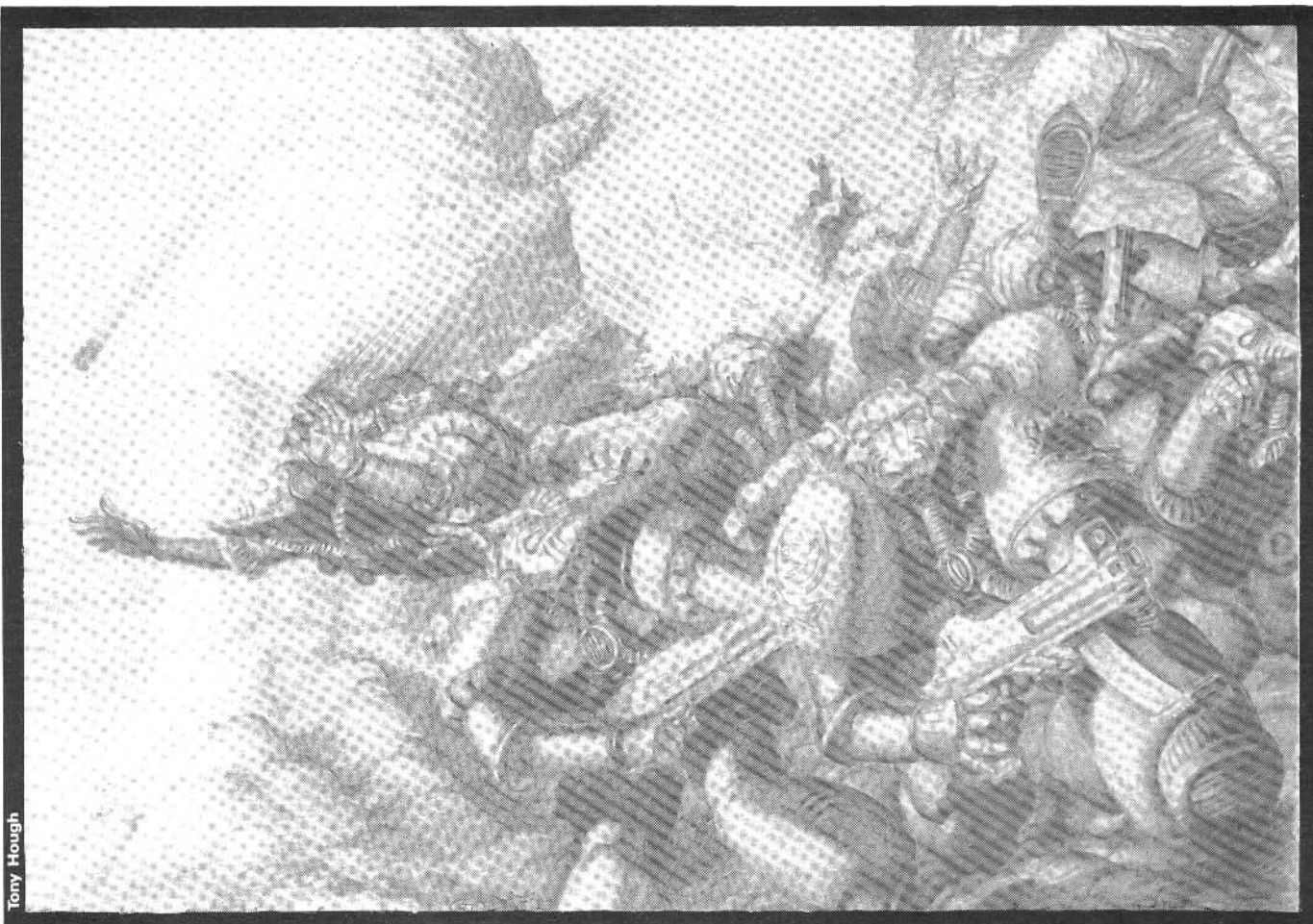
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but you do not have to do so. Since the plans used for the lower level do not have grids, it may be more convenient to ignore the special rules, and stick to measuring moves and weapon ranges with a tape or ruler.

It is not strictly necessary to set up your floor-plans exactly as shown, but you must make sure that the same features are represented.

● THE LOWER LEVEL

The lower level is only set up when a Space Marine model descends from the upper level via a stair or lift. The entire level should be set up as soon as this happens.

You should prepare the lower level card sections before the game (see Map 6). Ensure that the card sections fit onto the space available. As with the upper level, it is not strictly necessary to set up the plans exactly as shown here. Any similar arrangement will do just as well.

● LOCATIONS - THE UPPER LEVEL

Vehicle Bay

Initial occupants: 1 Ork Guard.

This long room was built to accommodate several small one-man spacecraft. Now it serves Kulo's Castle as a garage! There are two vehicles inside, but neither is operational. The vehicles offer cover to troops behind them.

The room also contains a gravity lift to the lower level. Assuming that all three generator stations have been destroyed, the power has been disrupted and now the lift is just a hole going straight down to the level below. Any model attempting to use the lift will plummet straight down to the lower level! The model must make its basic saving throw or be slain automatically. Don't tell the Ork player that the shaft is inoperative unless he asks. Likewise, let the Marine player find out that the lift isn't working the hard way! Next to the lift shaft is a steel hatch. This covers a vertical ladder leading to the level below. It takes a whole turn to make the climb.

H-Pad

This is a circular room whose hemispherical roof can be opened to allow a flying vehicle to enter or leave. The last hover-vehicle to use the pad disappeared over five years ago and the area hasn't been used since.

H-Pad Control

Initial Occupants: Ork Unit 1 - Scumbos

When the H-Pad was functional, this room served as a control room. It is now used as by some of the garrison as a 'doss-hole' (to use the Ork terminology for habitation quarters).

H-Pad Stores

This room was formerly used to store maintenance gear, emergency equipment, and other items connected with the H-Pad. Like the control room it now serves as a *doss-hole*.

Main Hall

Initial Occupants: 1 Ork Guard; Ork Unit 2 - Scumbos

Although once crammed with technical equipment, this area has been cleared and now functions as a large hall. This is where most of the castle's inhabitants sleep and live. At night, the common Orks gather here to sing, drink and brawl. The floor is several inches thick with refuse, and there are piles of garbage in the corners. A few items of machinery from the *Citi-Block* plans may be scattered around to provide cover.

Zone A (brown card)

This is an open way connecting the following three rooms.

Guard Room - A1

Initial Occupants: Ork Unit 3 - Warriors.

Armoury - A2

This room contains an effectively limitless supply of bolt-guns. Any model may equip itself with a bolt gun by simply moving into and out of this room. Alternatively, a model inside the room may pass weapons to a model at the door, which may then distribute bolt-guns to up to three models per turn.

Stairwell - A3

Initial Occupants: 1 Ork Guard in doorway.

Zone B (green card)

Initial Occupants: Ork Unit 4 - Scumbos.

This is an open area connecting the following four rooms:

Room B1

A typically disgusting, orkish *doss-hole*.

Room B2

Another Ork *doss-hole*.

Room B3

Yet another Ork *doss-hole*.

Room B4 - Gravity Lift

Initial Occupants: 1 Ork Guard in doorway.

This is a gravity lift shaft. Like the one in the garage, it is inoperative. As before, don't tell the players this... let them find out for themselves.

Entrance

Initial Occupants: 1 Ork Guard; Ork Units 5 & 6 - Scumbos

This is a large open room. Only the most wretched members of the castle's society live here: beggars, the diseased, crippled and other outcasts. Scattered around the room are various bits of junk which may provide cover for the combatants.



Tony Hough

• LOCATIONS - THE LOWER LEVEL

The lower level has been dug out of the rock under the spacecraft and consists of crudely excavated caverns linked by irregular tunnels. Most of the walls are lined with stone or rubble; some are merely propped-up with heavy timbers. The plan on pages 34/35 was made with *Dungeon Rooms* and *Dungeon Floor Plans 1*. Alternatively, you can improvise a layout as described above. In any case, the length of corridors may be shortened to fit your gaming area.

Barracks

Initial Occupants: Ork Unit 7 - Guards.

This dank, dark and squalid room is the exclusive *doss-hole* of Kulo's personal guard.

Apothecary

Initial Occupants: Doc Spleenripper.

This small room is given over for the use of Doc Spleenripper, Castles Kulo's feared medico, ship's surgeon, and cannibal. Commonly known by his nickname of 'Bits', only a desperately ill Ork would even consider turning up for treatment.

Well Room

Initial Occupants: 1 Ork Guard.

This small room contains the castle's well. Note that the well's masonry provides hard cover.

Navigator's Study

Initial Occupants: Ork Navigator Fogg

This is the private room of Navigator Fogg. Since the entire fleet jumped into exile in the Wheel of Fire, Fogg has not been the most popular crew member. Obsessed by the prospect of escape, he has spent the last fifty years trying to calculate a way back to Charadon.

Great Hall

Initial Occupants: Units 9 & 10 - Warriors.

This is the hall where Kulo holds court. Only trusted members of the household are normally allowed in this part of the castle. The room has a balcony along one narrow wall, reached by means of two stairways. The lower part of the hall has tables and benches where Kulo and his household sing, eat and brawl (but not with Kulo!).

Gladiator Pit

Initial Occupants: Governor Kulo; Captain Rulko, Ork Unit 8 - Guards

The pit is surrounded by stone seats sufficient to accommodate a sizeable audience, with a private area at one side and a special seat for Kulo. The pit itself is 4 metres below ground level and impossible for a single Ork or Marine to climb unaided. A second model may 'bunk-up' a friendly model, but this takes a whole turn.

Kitchen

Most of the inhabitants must prepare food in their own quarters. Kulo has his own cook, servants and food taster. Assassination is a very real threat when you're an Ork leader and Kulo takes no chances. This kitchen is used to prepare the food served in the Great Hall.

Guardroom

This room also gives access to the torture chamber and holding pens. There is a small cell leading off where 'candidates' for the gladiatorial pit are quartered.

Torture Chamber

The 'interrogation room' is equipped in a rather old-fashioned style. It is effective for all that.

Kulo's Chamber (Bedroom)

Initial Occupants: 1 Ork Guard at door.

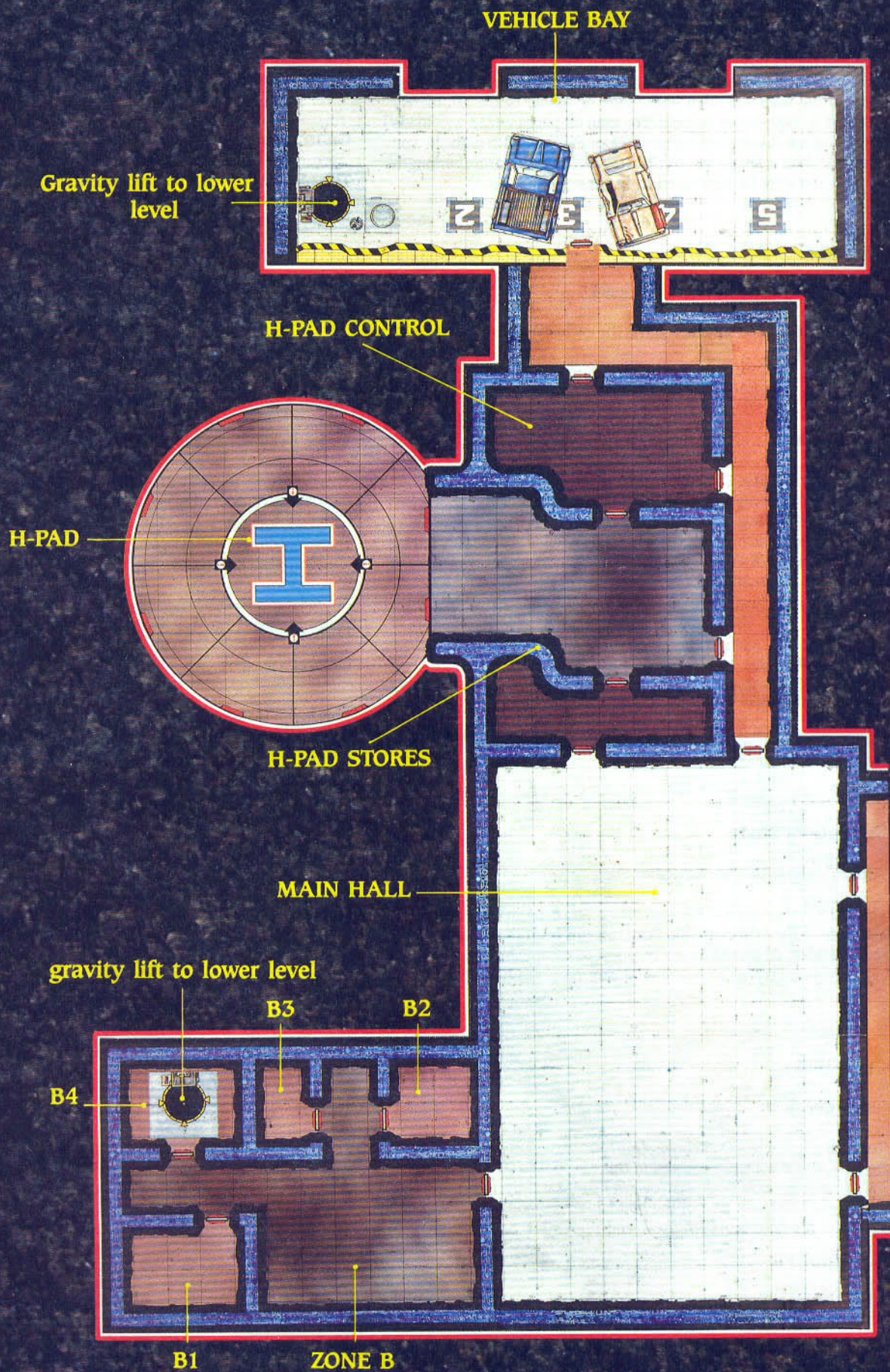
This is the only decently furnished room in the whole castle with solid furnishings and even the luxury of a proper bed! All items of furniture count as soft cover.

• RUNNING THE GAME

This battle is slightly more complex than any of the preceding ones. It will require very careful planning and staging by the GM. The scenario may be simplified very easily by the omission of one or more elements. But on the other hand, if you consider yourself an expert GM, you may further complicate the game by introducing any of the features discussed under *Sub-plots*, (see p40).



Tony Ackland

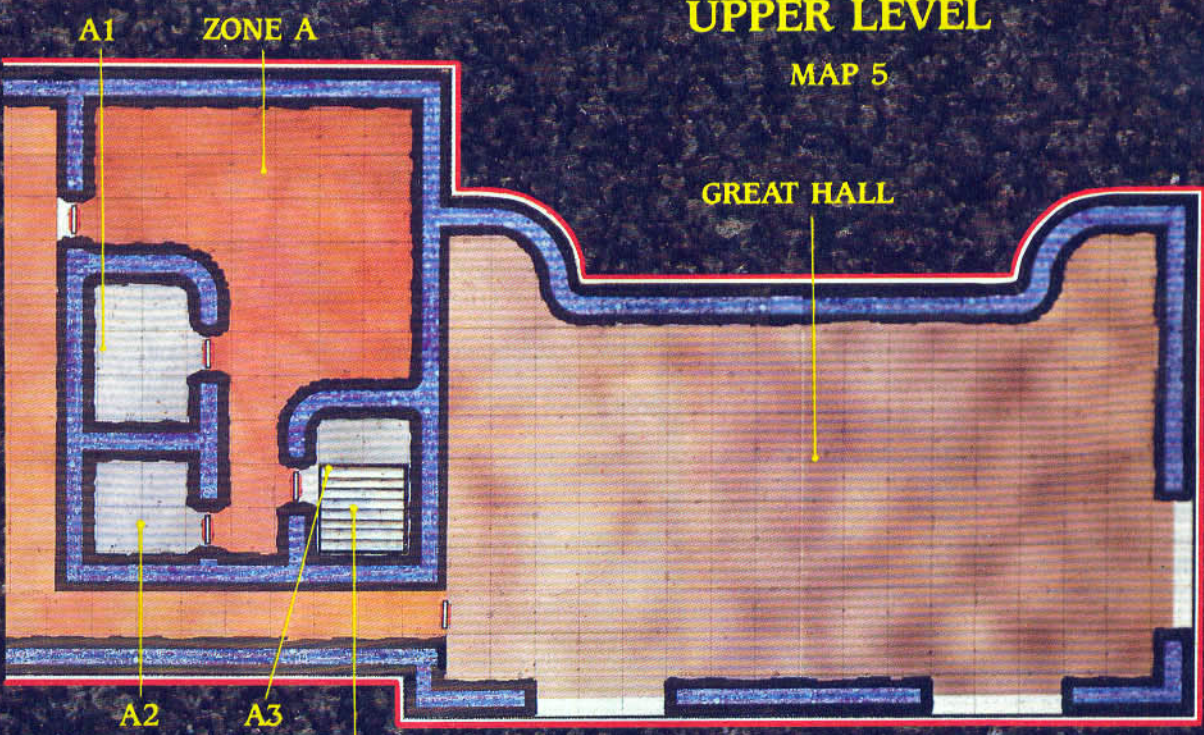




David Gallagher

UPPER LEVEL

MAP 5



A► ◀A

Stairwell to lower level



The Spacewolves player(s) may bring 1 (five-man) unit onto the table at each location at the beginning of the Spacewolves' turn. Only 1 unit may be brought onto the table at each location in any turn. A player does not have to bring troops into play at any location if he does not wish to do so. Note, however, the optional rules for wild animals and primitive humans given below (see *Sub-plots*, p40).

● MARINE ARRIVAL

Remember those time limits you recorded so secretly? Well, this is where they come in. If a detachment achieved its objective within the 6 turns allotted, it may enter the tabletop from turn 1 onwards. If a detachment achieved its objective but took longer than 6 turns, then units will be delayed.

At the beginning of every Marine turn *after the first*, roll 1D6 for each delayed detachment. The detachment only arrives if the result score is equal to or greater than that shown on the chart below. Once a detachment has arrived, the Spacewolves player(s) may bring any of its constituent units onto the table as described under *Marine Dispositions*, p36.

Number of additional turns taken to achieve objective	Die roll required
1	2
2	3
3	4
4	5
5+ or retreat	6

1	2
2	3
3	4
4	5
5+ or retreat	6

For example, if a detachment retreats from its initial target before achieving its objective, a 6 must be thrown for it to arrive at Kulo's Castle.

It is possible that no detachment succeeded in achieving its objective within 6 turns. In this case, assume the detachment which completed its objective the most quickly is present already. The remaining detachments must roll as given on the chart above. Because the Spacewolves have taken so long to achieve their objectives, there is a chance that any supplies (see *Marine Supplies*) teleported to Kulo's Castle will not reach their intended users. Roll 1D6:

- 1-2 *Despoiled by wild animals.* Each item fails to work on a D6 roll of 4, 5 or 6 when it is first used (roll individually).
- 3-4 *Stolen by native Humans.* The items have been carried off on a D6 roll of a 4, 5 or 6 (roll for each one).
- 5-6 *Recovered by the Orks.* The items have been recovered by Orks on a D6 roll of a 4, 5 or 6 (roll for each one). Recovered items may be distributed amongst the Ork forces by the Ork player(s).

● SPECIAL RULES

Laser Defences. The castle's laser defences are effective and deadly. If they are operable, the Ork player may use them to attack any one Marine unit as it is placed on the tabletop. This represents laser fire against enemies moving from cover and towards the ship. All laser fire is automatic - the system requires no operator.

When the Marine side brings units onto the table the GM should ask the Ork player to select a laser target. If the Marine side only brings a single unit into play then that will be the unit selected. The Ork player rolls 1D6. On a result of 6, the laser has missed altogether and no damage is done. Any other result indicates the number of Marine models killed. Randomly determine which models are hit as necessary.

If the laser defences are operable, they may also be used against the Spacewolves' orbiting spacecraft, the *Restitution*. Although this can't damage the ship, it can prevent the Spacewolves teleporting down fresh supplies (see p36). If the lasers are in use, roll 1D6 before the game.

- 1-3 No effect - supplies teleported down
- 4 Phase-field generator lost
- 5 Phase-field generator and plasma grenades lost
- 6 All supplies lost





LOWER LEVEL

MAP 6

WELL ROOM

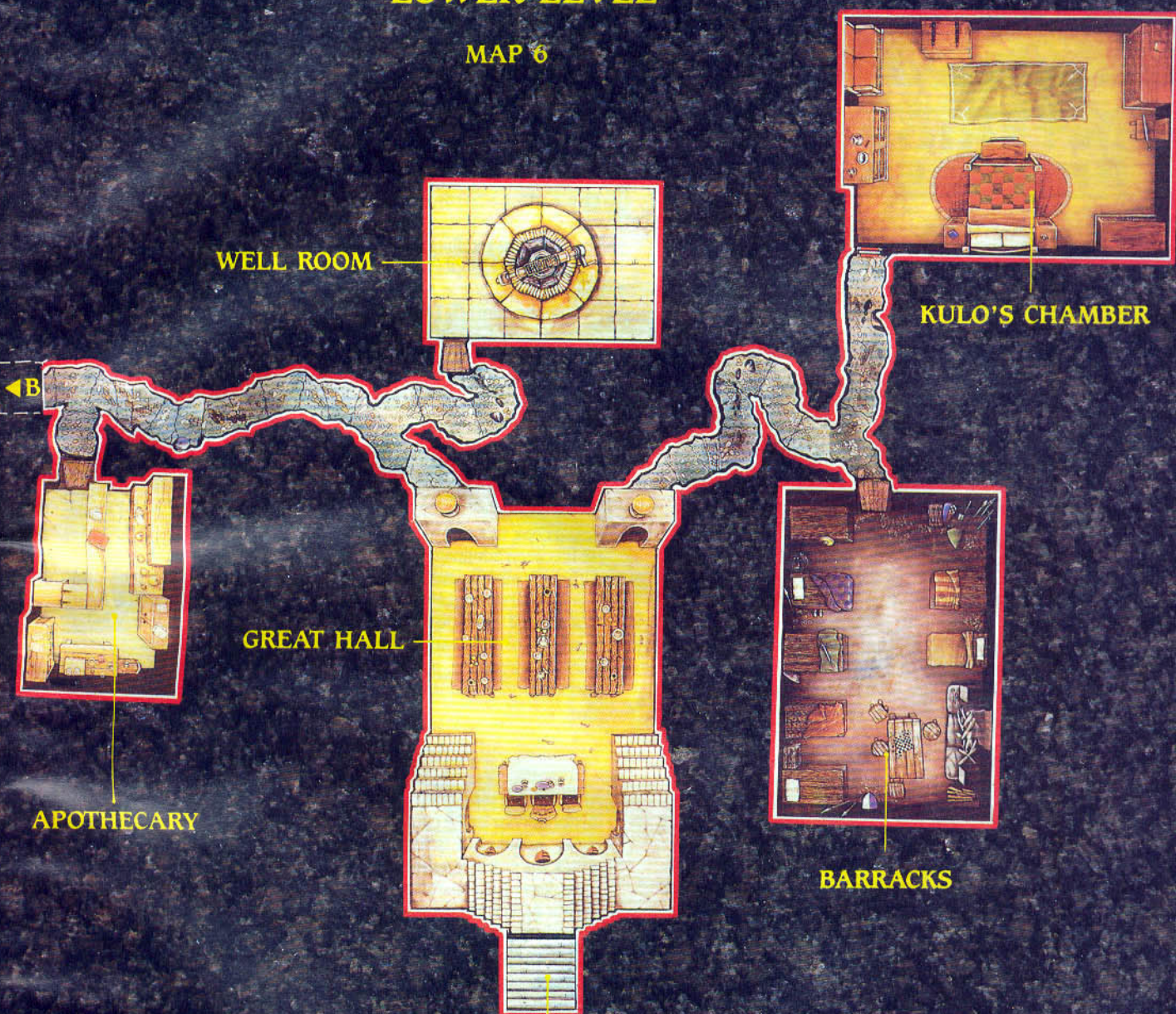
KULO'S CHAMBER

GREAT HALL

APOTHECARY

BARRACKS

Stairs to Upper Level A3





● INTERIOR PROFILES

Doors on the Upper Level (*Map 5*) normally operate automatically. These systems are now inoperative. The emergency override system, however, allows all doors to be opened or closed manually, but they cannot be locked.

All lower level doors (bar one) cannot be locked, either. The only exception is the door to Kulo's chamber which can only be opened or closed by Kulo himself. The lock is genetically sensitive and responds to Kulo's right-hand palm print.

The *Toughness* and *Damage* points of the various doors are summarised on the following chart:

Door	Toughness	Damage
All upper level	6	5 (heavy steel)
Kulo's chamber	6	10 (toughened steel)
Other lower level	6	4 (solid timber)

For the purposes of this game, all dividing walls have a *Toughness* of 8. Any room where the walls take a total of 4 or more points of damage in a single turn will collapse on a D6 roll of a 6 (for effects, see *WH40K*, p37 - *Collapse of Buildings*). This is a special rule which applies to this game.

● SUB-PLOTS

The following sub-plots *could* be incorporated into the game, if the GM wishes. Sufficient details are provided to allow this without further elaboration. If you wish to add details, or even to invent new sub-plots, feel at liberty to do so.

Wild animals

The main purpose of the Ork powerfield is not to keep out invaders but to fence the castle off from wild animals. With the destruction of the powerfield these animals are free to wander into the castle!

This can be represented as follows:

Normally, the Marine player brings units onto the table at the vehicle bay or main entrance. If the player brings a unit into each of these positions then no wild animals will enter. If the Marine player fails to bring troops into either the garage or main entrance, however, then 1D3 Grox (see *WH40K*, p212) enter at the unused point instead. Any other similar animal can be used if you prefer. The Ork player may target operational lasers against wild animals as they enter the castle.

Wild animals will attack any Ork or Marine models in the same room or area. If there are no targets in the area, they will move as far as

their movement allowance and intervening obstacles permit, in a random direction.

The Kulo Conspiracy

This sub-plot requires at least one additional player on the Ork side. This additional player ostensibly controls one of Kulo's sub-commanders, but in fact represents a group of Ork notables intent on bumping him off. The player(s) representing the conspirators should be briefed by the GM before the game. They can only win if Kulo is killed. The conspirator player should be given control of Doc 'Bits' Spleenripper, Navigator Fogg and the guard outside Kulo's chamber door - in addition to any other forces he negotiates from the player controlling Kulo.

Cook's Revenge

Kulo's cook has ambitions to become the planet Xit's new governor. He has been administering a slow, accumulative poison to Kulo's diet. Although insufficient for Kulo's taster to notice, this has built up to a potentially lethal level. If Kulo comes within 6 inches of a Space Marine, or if any model attacks or shoots at him, the strain may induce heart failure and death. Whenever this happens, or whenever the GM thinks appropriate, a secret D6 roll is made. On a result of 6, Kulo gurgles loudly and drops to the floor, stone dead.

Primitive Humans

Although we have made several references to primitive Humans, these do not appear in the campaign as described here. With the powerfield down, however, it is highly likely that the 'locals' would gather to attack the Ork stronghold. This option would require further models, so we leave the possibilities to your imagination. Tailor the primitives to your model collection and let another player take command of them. Primitives are as likely to attack Space Marines as they are Orks!



**WARRIORS OF THE EMPEROR SEEK NO
REWARD BUT DEATH - THE ULTRAMARINES
IN ACTION AGAINST ORKS.**





SQUATS

Squats are common inhabitants of the Imperium. They are humans, although time and circumstance have altered their physical form and, to a degree, their minds too. They make excellent soldiers. Imperial worlds inhabited entirely, or largely, by Squats are amongst the prime recruiting grounds for Imperial Armies. Imperial Armies usually comprise both Squats and ordinary humans (and indeed other varieties of human too). However, when whole armies are recruited upon one world they will inevitably consist of the main racial type. Squat armies, recruited from Squat worlds, have their own distinct traditions of emblems and uniforms. Many famous examples are illustrated here, together with a typical Squat trooper.

M	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points (Basic)
3	4	3	4	1	2	1	9	7	9	9	7½



ELDAR

Info-trans...Eldar Pirates...ref to Yriel's Eldritch Raiders... It is with regret that we must report the increasing incursions of Eldar Pirate forces throughout the North Galactic Quadrant. The attacks of these alien forces on Imperial Worlds must be regarded as a long term threat to the security of several worlds in this quadrant. The escalation of Eldar activity in the area may be traced directly to the rise of the company of Eldritch Raiders led by the self-styled 'Lord Prince' Yriel (see holoscan visual). It is now evident that Imperium fostered rivalries between Yriel and other pirate companies resulted in factional fighting. Yriel's conquest and absorption of two other groups (Xian's Black Raiders and the Scarlet Command) now makes him the single most powerful Eldar pirate operating in the galaxy.

M	BS	WS	S	T	W	I	A	Ld	Int	Cl	WP	Points (basic)
4	7	7	4	4	3	9	3	10	10	10	10	124

WARHAMMER

CHAPTER 40,000 APPROVED

ULTIMATE FORCE COMPETITION!

Design an army list for WARHAMMER 40,000 and win its heroes painted by the Citadel Art Marines!

4 runners-up prizes of £25 Games Workshop vouchers!

What to do

First, take a good look at the army lists in this magazine. Look at the format, and the way in which each force is structured. Also, look at the way in which the army list is presented.

Then, use your imagination, the **WARHAMMER 40,000** rules and the current Citadel **WARHAMMER 40,000** miniatures ranges to create an army list for a 2000-point force of Humans, Eldar, Squats or Orks, in the same format as the army lists presented in this issue. Here are a few points to bear in mind:

- Include points ranges for units, characters and support, and details of history, equipment, badges, banners and so on.

- Remember that the list must be usable with currently-available figures.

- If your list is for an Imperial force (Space Marines, Army, or the entourage of a Rogue Trader), don't forget to include details of any associated special characters, such as Assassins, Inquisitors, Adepta Sororitas and so on.

Once you have finished, send your army list to:

**Ultimate Force Competition,
Games Workshop Design Studio,
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All entries must be received by March 31st 1988.

The winner will receive the models for all characters in his force (up to a maximum of 10), specially painted by the almost-legendary Citadel figure painters. Four runners-up will each receive Games Workshop vouchers to the value of £25.

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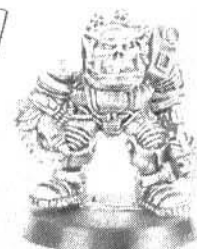
All of the figures shown on the pages of **CHAPTER APPROVED** are available from Games Workshop/Citadel Mail Order, and they have all been given individual names or codes so you can choose exactly the ones you want. Citadel Miniatures regularly release new figures for **WARHAMMER 40,000**, so for more information either write directly to Mail Order (see details below) or look for the Citadel adverts in Games Workshops monthly **WHITE**

DWARF magazine. As well as covering all of Games Workshop's other games, **WHITE DWARF** has two regular **WARHAMMER 40,000** columns. **INDEX ASTARTES** details individual Marine Chapters and equipment, and **CHAPTER APPROVED**, expands on the **WARHAMMER 40,000** universe in general, making both columns invaluable to any **WARHAMMER 40,000** gamer.

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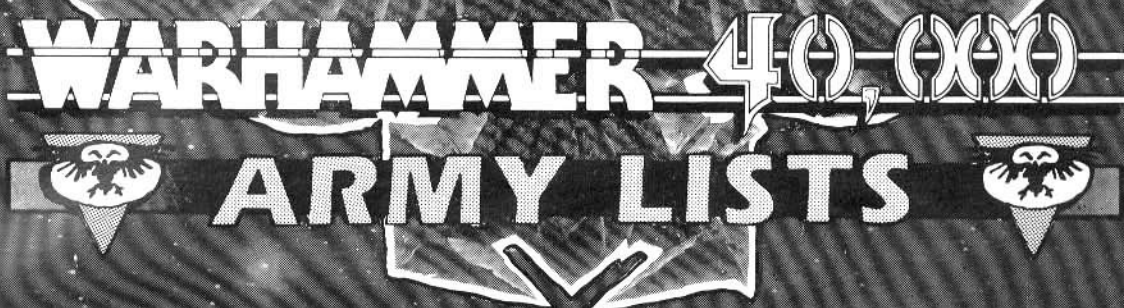
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WARHAMMER 40,000

ARMY LISTS

Players of *Warhammer Fantasy Battle* will already be familiar with concept of the 'army list'. So far, there haven't been any lists published for *Warhammer 40,000*... but we intend to remedy this situation as of now!

Competitive battles are games in which two sides fight over balanced terrain using equally powerful forces to determine a clear winner. Competitive battles have to be fair, or at least as fair as we are able to make them. We must therefore restrict the number of special weapons and devices available to each side, describing the profiles, weapons and equipment available to a force. The army list limits the overall size of the force, the proportion of special equipment, and the number of character models. The army list also gives a points value for troops, enabling an equal value to be fielded by each side. This has the added bonus that you don't have to work out the points values for yourself!

The lists provided here fall roughly into two sections: those dealing with Imperial Forces (Legiones Astartes, the Imperial Army, Rogue Traders, and so on), and those covering alien races (Orks, Eldar pirates, etc). The most significant difference between the two sets of lists, is that those of the Imperium give an opportunity to include 'special' Imperial characters (such as Inquisitors, Assassins, and other, high-ranking members of the Administratum - see below).

THE OBJECTIVE OF THE ARMY LIST

The different lists provide players with choices between types of troops and equipment. Although presented as specific forces (including names and characterisations for squads and personalities), each list is designed in such a way that a force compiled from it

will be representative of the race or group in question and also of the size of force chosen.

For example, the Space Marine list is described as applying to the Whitescar Chapter of the Legiones Astartes. It could, however, be used just as well for the Ultramarines or Crimson Fists, and so on. *White Dwarf* magazine publishes regular features on the various chapters of Space Marines and these will highlight any special squads, troops, or organisation which particular Chapters may employ.

This means players will be obliged to field a certain number of ordinary troops as well as elites, and may be able to use only a few vehicles, character models, and items of special equipment. A force chosen from the lists will therefore be typical of an actual fighting force, rather than just the cream of fighting warriors armed with the best of equipment.

PRESENTATION OF ARMY LISTS

If you play *Warhammer Fantasy Battle*, you will immediately recognise that these lists are presented rather differently from those published already for the fantasy game. This reflects the differences between the two games, especially regarding the size of forces and the varied composition of units.

POINTS VALUES

Players may agree to meet with an equal points value of troops. No side may have more points than the agreed amount (but may have less). The lists have been designed to accommodate forces of between 1500 and 2000 points, but may be used for smaller or larger games at the players' discretion. For especially large games players may agree to double or treble the permitted number of troops. If you do this,

don't forget to multiply the minimum requirements of those troop types that have them.

TROOP TYPES

Each list is divided into three sections: *Characters*, *Squads* and *Support*. These make up the actual army list. Players may divide their points between these three sections, but must be careful to spend the minimum amount stated for each troop type.

Characters

The Characters section of the army list provides a selection of representative characters and their personal equipment. A range of point values is given in each list, indicating the minimum and maximum values which may be spent on character models. Optional types of equipment are provided for each character.

When compiling an army from one of the lists which give a percentage chance of the inclusion of an Imperial Character, you should roll D100. If the result is less than or equal to the given chance, then a further roll may be made on the table included with the list, to determine the specific type of character. The player may then either select one of the pre-generated characters provided (pp 105-111), or create one of their own using the relevant section of the rulebook.

At the GM's discretion, inclusion of an Imperial character may be automatic and selectable, rather than left to chance. The commander should always have the option to spend points on other characters (appropriate to the particular list), or on squads/support - provided that the minima and maxima are observed in each case.

Note: the points values of 'special', Imperial characters which may be included with the Marine, Imperial Army, or Rogue Trader lists, *must be deducted from the amount allowed for characters in each list.*



ORK

Info trans... Ork Raiders Bucholzi Nebula... ref Torgox's Buccaneers. Imperial investigation team 'nexus' reports the ending of civil war within the Ork empire of Glort. Defeated elements of the rival factions have now banded together into a pirate fleet within the Bucholzi Nebula sector. Imperial Commanders within the sector are warned to increase sub-stella patrols following the massacre of settlers on Farout. The leader of these wandering raiders is the Ork mutant Torgox - a creature known to possess psychic powers. This undoubtedly places of his underlings in awe of him and has strengthened his position.

Torgox has a special profile which has an intelligence level greater than a normal ork. He also has psychic abilities with a mastery of 2 and psi-level of 20. He has the following abilities. 1.1 Aura of Resistance, 1.3 Hammerhand, 1.5 Mental Blow, 2.3 Jinx, 2.5 Rally, 2.7 Smash.

M	BS	WS	S	T	W	I	A	Ld	Int	Cl	WP	Points (basic)
4	6	6	4	5	3	5	3	9	9	9	9	189

Squads

This section of the army list describes the actual fighting units, the troops who will probably make up the bulk of your force.

Note that players are obliged to buy a whole squad - normally 10 models. In actual play, of course, these squads may be broken down into 'tactical' units of 5 models each (see WH40K, p13).

Players have no choice over the size of squads because these conform to standard military practice. Players may vary the exact composition of each unit, however, by using the options provided. Similarly, leaders may be upgraded to 'champion' status. Moreover, providing the GM agrees, the listed weapons and/or equipment may be substituted for other items listed in the relevant section of the rulebook. Obvious examples that can be allowed without fear of unbalancing the lists include changing knives to combat accessories, adding Frag and/or Crack grenades, and so on.

As a general guideline, the total points value for a squad should not be varied by more than +/-10%. For example, a squad listed at 220 points could be altered by adding or subtracting 22 points of equipment. These amendments should be in line with the equipment charts given in the rulebook for the troop type concerned.

Support

This section lists the different types of vehicle and non-man portable weapons and

equipment available to the force. Inexperienced GMs should beware of deviating too far from the parameters provided.

Exotic Equipment

Each army has the chance of being equipped with something *really* special. If the controlling player rolls less than or equal to the listed chance on D100, he may then make a further roll on the Exotic Equipment table provided for that force.

Note that the points cost of any such equipment must come out of the total allotted to general Support.

Off-Table Support

Additionally, players who wish to add the extra frisson of mega-powerful weapons located just off the main battlefield, are at liberty to do so. No hard-and-fast rules have been provided, for reasons of space. But as a general guide, the players and GM may agree to spend an *additional* points total on this kind of equipment, provided that it does not exceed 25% of the total cost of the force.

REVISED POINT VALUES

The following items are additions to the tables on pages 58-60 of the rulebook:

Basic Weapons	Points Value
Shuriken pistol (WD97)	5

Miscellaneous Equipment	Points Value
Energy Scanner	5
Wrist control device for Frenzon	5

The following corrections should also be made:

Basic Weapons	New PV
Shuriken catapult	10

Heavy Weapons	New PV
Heavy plasma gun	75
Las-cannon	90

Grenades/shells	New PV
Crack - powerful	20

Dreadnoughts and Vehicles

Maximum air speed:	+1 per 10"
Minimum air speed:	-1 per 10"

Psionics

All Astropath abilities: 10 each

Basic Points for Common Creatures

	Basic	Chmpn	Minor Hero	Major Hero
Human Marine:	8	9	40	84



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Mar

Designed by Aly Morrison, Bob Naismith and Jes Goodwin.



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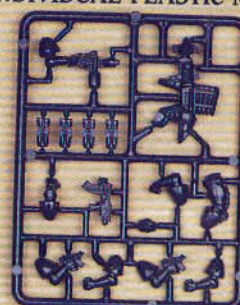
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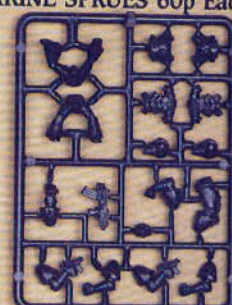
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WARNING! This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 12 years of age.

50

BROTHER STALKER
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(Lasipistol)

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(Powersword)

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(Bolter)

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BROTHER ANGST
(Multi-Melta)

MARINE GUARD

MARINE

DEATH SQUAD

BROTHER DIXON
(Bolter)

BROTHER LESTRADE
(Bolter)

BROTHER ANDERTON
(Hvy Bolter)

BROTHER LUSTGARTEN
(Bolter)

MISSILE LAUNCHER

MARINE ADVANCING

CAPTAIN

HEAVY LASER

EX BROTHER MARINE
(Casualty)

BROTHER TAYLOR
(Bolter)

BROTHER THAW
(Chainsword)

COMMUNICATIONS OFFICER KENDALL

C100

75p

each

RT01

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for 3



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Miniatures supplied unpainted and unassembled



IRON HANDS



SILVER SKULLS



BLOODRINKER



RAINBOW WARRIORS



CRIMSON FISTS



BLOOD ANGEL

JET-CYCLES

The Imperial Armouries Mk 14 'Bullock' Jet-cycle is designed to carry a single passenger and a small, but deadly, quantity of equipment.

Land		Air	
Max	Acc/Dec	Max	Min
30	10	300	10

TRR	TRR	Cp	T	D	Sv	Eq	W
Hover	Fly						
1	1	1	4	1	6	2	2

Equipment varies a great deal. A typical combination comprises two forward-firing bolt guns, auto-drive and auto-aim.



(As featured in WHITE DWARF 96)
Jet-cycles come supplied as kits with flying bases, and riderless. Models designed to fit a Plastic Space Marine from set RTB1.

TSF16

£2.50

for 2

51



This photo illustrates the variability of Imperial Issue DREADNOUGHT BATTLE ARMOUR, both in details of armament and limb arrangements, as well as in colour scheme adopted by the various Marine Chapters. CITADEL can supply randomly assorted DREADNOUGHT ARMOURS at £3.50 for each complete set, alternatively you may specify limb mix from the following listing:

LEGS 50p each
ARMS 50p each
ARM JOINTS 25p each
TORSO £2.00

Insert No. required or tick:

ARMS		Insert No. required or tick:	
		Left	Right
Single Bolter		<input type="checkbox"/>	<input type="checkbox"/>
Double Bolter		<input type="checkbox"/>	<input type="checkbox"/>
Heavy Laser		<input type="checkbox"/>	<input type="checkbox"/>
Missile Launcher		<input type="checkbox"/>	<input type="checkbox"/>
LEG		Insert No. required or tick:	
		Left	Right
Short Legs		<input type="checkbox"/>	<input type="checkbox"/>
Standard Legs		<input type="checkbox"/>	<input type="checkbox"/>
TORSO		Insert No. required or tick:	
		Left	Right
Wide Torso		<input type="checkbox"/>	<input type="checkbox"/>
Standard Torso		<input type="checkbox"/>	<input type="checkbox"/>

1 complete model consists of 1 torso, 2 legs and 2 arms.



RT7

£3.50

each

Designed by Bob Naismith

Miniatures supplied unpainted and unassembled



IMPERIAL BANNER



INQUISITORS BANNER

ARTIFICERS BADGE -
ARMY UNITRAVENWING
CO. DARK ANGEL

OFFICE OF ASSASSINS

ADMINISTRATUM
BANNER

WOOOAAAARRRGHH!! Dese boyz can't be beat when it comes ter blastin' an' rippin' an' killin' an' maimin' and deestroyin' an' dakkadakkadakka-KABOOOM an' all dat stuff! So wotcher waitin' fer? Gerrout dere an' gerrem! Or dey might come round yer dump some day an' get you!



**SPACE
ORK
RAIDERS**

SPACE ORK RAIDERS

contains 17 expertly crafted metal models. The set comprises 4 personality models and 13 troopers armed with bolters. Troopers are supplied with randomly assorted head variants.



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(Bolt Gun)

KARLSBRO
(Muscular)

KAPTIN SHUGBAG

KANTOR YELLOWTOOTH
(Poweraxe)

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RAIDER CAPTAIN
- INTERCEPTORS



RAIDER CAPTAIN
GNAWER



CAPTAIN ZLOT OF THE
POUNCER



KALUD'S SCOUT UNIT



CAPTAIN MOSTO OF
THE SIEGE SHIP
'STOMPER'



CAPTAIN EGOG OF
THE VAMPIRE

RT02

£2.50

for 4



SPACE ORKS

Designed by Kevin Adams



RT02

£2.50

One Standard Bearer
+ 2 Others

Designed by Kevin Adams

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VICTORY BANNER



RECON
UNIT
BANNER



TORGX'S
SQUADRON
BANNER

HENCLAW
SQUADRON
BANNER



BLOODEYE
SQUADRON
BANNER



VICTORY BANNER



SPACE ORK BATTLE BUGGY

54

Wooooorrrrr!!!

Jus' wot de boyz need, dis! Naff all dat walkin' about - dis battle buggy goes like a Gretchin after a Catachan Curry, an' it's got dem two big swivel-bolters so yer can blow ev'ryfink away az yer go! Plus, yer get two boyz ter go wiv it - a driver an' a gunner - de bestest in de bizness! Not even dem pansy Eldar can run fast enuff ter gerraway from dis lot!



LAND		AIR		TRR
Max	Acc/Dec	Max	Acc/Dec	
24	6			1/2

CP	T	D	Sv	Eq	W
2	7	15	6	2	2

Equipment: Communicator targeter.
Weapons: Twin bolt guns, mounted (180° traverse).
Crew: Two Orks in flak armour with knives and bolt pistols (included in the points cost of the buggy).
Points Cost: 143 points.

RT203
£3.95
THE SET

RT204 Basic Set plus
RT206 Expansion set

RT204 ORK DREADNOUGHT EXPANSION SET (£3.50) is not a complete model, but when added to the Basic set (RT204) you can build a bigger and more impressive Dreadnought, suitable for an Ork Warlord! It consists of an Ork Operator, middle section, back-standard pole, 2 short legs, a choice of one bent or one straight arm and a stub arm which can be fitted with your choice of one of the following: Grenade launcher, Heavy Plasma Gun, Laser Cannon or Heavy Bolter.

RT204 ORK DREADNOUGHT ARMOUR (£3.50) consists of a lid section, top section, leg section, 2 long legs, a choice of one bent or one straight claw arm and a stub arm which can be fitted with your choice of one of the following: Grenade launcher, Heavy Plasma Gun, Laser Cannon or Heavy Bolter.



RT204 Basic set

RT206
£2.50
Expansion set

RT204
£3.50
For the basic set

SPACE ORK DREADNOUGHT

Designed by Kevin Adams

Ork Dreadnought Backbanner belonging to the infamous **IRON STOMPERS** of the Charadonian Empire. The leader of the Iron Stompers, **BRUG WELLSHOD**, suffered the ignominy of being permanently welded into his suit following a plasma hit!



MERCENARIES



Designed by Michael & Alan Perry, and Bob Naismith

CHAINSAW WARRIOR

CHAINSAW WARRIOR
WITH
MISSILE LAUNCHERCHAINSAW WARRIOR
WITH CHAINSAW
AND BLASTERCHAINSAW WARRIOR
WITH REAPER

Designed by Bob Naismith

C100
£1.95
for 3

Miniatures supplied unpainted and unassembled

ARCADIAN AERIAL
ATTACK FORCE

DELTRACE CITY

ARCADY V
PLANETARY BADGE

IMPERIAL FIEF BADGE



TOROS FLEET



VUROS FLEET



KRESSALIAN BANNER

SPACE DIARIES



KOCH WESSON



HECKLER SMITH



GATT GUNSLINGER



MAXIM BANG



'BLISH' BROWNING



KRAG JORGENSEN



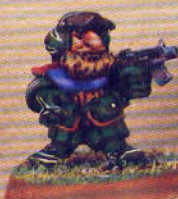
NAMBU ARISAKA



LUGER GERLICH



CASUALTY
(Ross von Dormus)



LEE HOTCHKISS



OWEN GARAND



MAUSER VON DREYSE



GAL VON BENKO



WALTHA TWELVEBORE



SMOOTHBORE STEN



ENFIELD CHAMBERS



BARRY
SCHEMEISSER



COLT STONER



ROTH BERGMANN



LEWIS GUNN

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VEGA RAM CO.
IMP. ARMY 320



GUARD CO. IMP.
ARMY 320



ELDAR RECOGNITION
FLAG

ELDAR RECOGNITION
FLAG



SPACE DWARFS COMMAND GROUP

CHAPTER APPROVED

57

21. MORTIMER GAST
(Las Pistol)
Musician

22. VOLLMER ADAMS
(Bolt Gun/Power Glove)
Champion

23. LORENZI FORSYTH
(Las Pistol/Chainsword)
Commander

24. HUGHES PHALANX
(Las Pistol)
Standard-bearer

25. LISLE STERLING
(Las Pistol)
Standard-bearer

RAGNI BERETTA
(Power Glove/Power Axe)
Champion

26. BREW ITHACA
(Las Pistol/Chainsword)
Commander

27. CROM ATCHISON
(Las Pistol)
Musician

RT302
£2.50
for 4
(for 1 Standard-bearer
and three other models)

29. VIKAS INGRAM
(Bolt Gun/Power Glove)
Champion

30. GALIL LANKHESTER
(Las Pistol)
Musician

31. UZI MAKAROV
(Las Pistol/Chainsword)
Commander

32. GARAND STEYR
(Las Pistol)
Standard-bearer

Extra Heavy Weapons 20p each



GRENAD LAUNCHER



HVY PLASMA GUN



HVY BOLTER

Designed by Michael and Alan Perry



CAPT KHYRK



LOADER POWL



GUNNER KEIF
(Shown holding
Grenade Launcher)



GUNNER KARL

(Shown holding Hvy Plasma Gun)



LOADER GRIGG



SGT. BYLCOW

SPACE DWARF HEAVY WEAPON CREWS

RT303
£2.50
for 4 pieces
(1 Commander, 1 Loader,
1 Gunner & 1 Heavy Weapon)

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HAMMERFIST CO.



BOARS HEAD CO.



IRON-BULL CO.



IRON-BULL VARIANT



ENGINEER CO.



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BELGAR
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GAEDHR
QUICKSHADOW

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SHARPEYE

KERN
PROUDBROW

EOAN
FIREHEART

AEDUI
STARBORN

CAETRA
DARKFLIGHT

IBRIC
TRUESHOT

ALESIA
WILDFIRE

GMMR INCHEN
KEENTONGUE

RT401
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for 5

Designed by Jes Goodwin



SHEAAR
HEAVY WEAPON TROOPER
(Multi-Melee)

LOORG: HERO
(Boliers)

Designed by Nick Babby

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ALAI MERCENARIES



BADGE OF YRIEL



BIELTAN WARRIORS



YRIEL'S PERSONAL
COMPANY



XIAN'S BLACK RAIDERS



SCARLET COMMAND

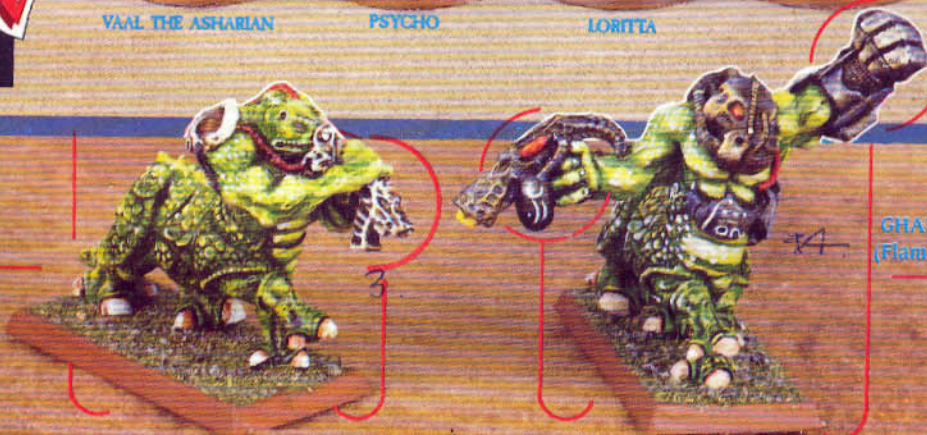
SPACE PIRATES



IRON CLAW

IC301
£2.50
for 5

Designed by Bob Olney



TSF18
£3.50
each

Miniatures supplied unpainted and unassembled



PIRATE BADGE



PIRATE FLAG



TYPICAL PIRATE BANNER

IMPERIAL ARMY

RT501
£2.50
For 5



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Miniatures supplied unpainted and unassembled

REGIMENTAL COLOURS ARMY 62

REGIMENTAL POLICE



REGIMENT COLOUR ARMY 21

PENAL UNIT 2



TPR THOMSON
(Bolter)



SERGEANT LLOYD
(Bolt Pistol/Sword)



TPR LIFESON
(Autogun)



LT. CALVERT
(Bolt Pistol)



TPR LAKE
(Lasipistol)



TPR BROCK
(Autogun)



ASSAULT TPR HARDY
(Lasgun)



TPR PEART
(Lasgun)



COMM. OFFICER SCHMIDT
(Lasipistol)



TPR EMERSON
(Lasgun)



TPR BAINBRIDGE
(Lasgun)



TPR PALMER
(Lasgun)



CASUALTY
(Lasgun)



SCOUT TPR PANK
(Lasgun)



TPR TURNER
(Heavy Bolter)



OGRYN HERO

Designed by Jez Goodwin



£1.95

Miniatures supplied unpainted and unassembled



STRIKER SQUAD
BANNER



SQUAD BANNER

SQUAD BANNER



SQUAD BANNER



SQUAD BANNER



SQUAD BANNER

DEVASTATORS

DEVASTATORS is the new WARHAMMER 40,000 boxed set from CITADEL MINIATURES, and contains all three models shown below: the Imperial Speeder with Marine crew, the Tarantula Remote weapons system and operator and the Squat Mole Mortar torpedo, all presented in a full-color box for just £9.99.

Land		Air		
Max	Acc/Dec	Max	Min	Acc/Dec
24	8			

TRR	TRR	Cp	T	D	Sv	Eq	W
Hover	Fly						
1		2	7	15	6	4	3

Weapons and equipment:

Communicator, Auto-drive, Auto-aim and Targeter for main armament, Multi-melta (main), Melta-gun.



IMPERIAL SPEEDER

The Land Speeder is a patrol and light battlefield attack vehicle. It is used by the Imperial Army as well as by Marine Chapters. It is also a common civilian vehicle, and has found its way into the personal retinues of many Imperial Commanders. It is a hoverer, and rules 1 to 3 apply as given on p105 of WH40K. This ubiquitous vehicle can be easily modified to perform a variety of roles in many different environments.

TARANTULA

The 'Tarantula' mobile weapon platform is a single robotic attack weapon. It combines a gravitic-powered base with twin las-cannon, each with its own auto-aim and targeter, allowing each cannon to be fired at a separate target within a 360° fire-arc. It is controlled by a crewman who moves the tarantula from place to place and selects its targets - but must remain within 12" at all times. The



tarantula may not move and fire in the same turn.

M	BS	S	T	D	I
6	5	5	5	5	5

Short range	Long range	Shooting to Hit	
		Short	Long
6-24"	24-48"	-1	-2

Str	Dam	Save	Type				Area
		Mod.	C	H	S	F	
6	1	-	2"	x			3"

The Mole Mortar can be adapted to fire any of the standard shell types.



MOLE MORTAR

The Mole-Mortar fires a subterranean shell or 'tunnel-torpedo' which burrows its way underneath the battlefield. The mortar has a normal fire-arc of 90°, but the firer must secretly nominate a target point within the range and fire-arc of the weapon. During following turns, a new target point may be selected, provided that it is within 4" of the original. Full details of the weapon and its effects can be found in WARHAMMER SIEGE.

RTB3 **£9.99**
for boxed set of 3 models

Miniatures supplied unpainted and unassembled.

ULTRAMARINES



RECON UNIT RECOGNITION FLAG



JET CYCLE COLOURS
COMMANDER



IMPERIAL COMMANDER

The Imperial Commander is the first in a planned series of specially sculpted vignette releases for WARHAMMER 40,000, ideal for either collectors or gamers. Included in this 5-piece set is the Commander himself, his throne, ceremonial cloak on stand, Bolter on stand and Marine Guard. Imperial Commander is also supplied with a large plastic base, and is incredible value at just £2.50.



RT105



Designed by Michael Perry

VINCENT BLACK SHADOW BIKE

A FAVOURITE MARINE VEHICLE, THIS VERSION OF THE VINCENT BLACK SHADOW BIKE COMES SUPPLIED AS A KIT WITH SIDECAR AND MULTI-MELTA. ALSO INCLUDED IS ONE PAIR OF MARINE LEGS AND AN ARM, WHICH COMBINED WITH TWO MODELS FROM THE RTB1 PLASTIC SPACE MARINE SET (NOT SUPPLIED) ALLOWS YOU TO BUILD THE CREW. STATISTICS FOR THIS VERSION OF THE BLACK SHADOW ARE CLASSIFIED AT PRESENT, BUT WILL BE RELEASED SHORTLY.



RT106
£2.50
FOR THE SET

REQUIRES 2 PLASTIC SPACE MARINES

Designed by Alan Perry

Miniatures supplied unpainted and unassembled



MARINE
FIELD POLICE
RECOGNITION FLAG



MEDIC RECOGNITION
FLAG



MENTOR BANNERS



MENTORS
LEGION BANNER

ULTRA MARINES
CAPTAIN



CHAPLAIN



INQUISITORS
BADGE

ULTRAMARINES
SERGEANT



KAELE LIGHTPROW
Musician



LASSITAE STARFL
(Power Glove/Hand Flamer)
Champion



CMMR. AVELE SWIFTEYE
(Shuriken Catapult)
Commander



MENHE WORLDSONG
(Shuriken Catapult)
Standard-bearer

CMMR. LESSEI MOONDANCER
(Power Sword)
Commander



CMMR. YAEVIN PUREHEART
(Shuriken Pistol/Chainsword)
Commander



KELOS LONGFINGER
Musician



NAEL FLEETFOOT
(Meltagun/Chain Attachment)
Standard-bearer



FIERME DIRESTORM
(Powerglove/Sword)
Champion



TAAL SPELLSINGER
(Handflamer)
Musician



ELRES FIREFLASH
(Shuriken Pistol/Chainsword)
Champion



VELASINN DOOMRIFTER
(Plasma Gun)
Standard-bearer



Designed by Jes Goodwin.

(1 Commander, 1 Standard-bearer, 1 Musician & 1 Champion)

RT402
£2.50
for 4

BOBOLLEY'S

JUMPTROOPER

MANY TACTICIANS FEEL IT IS A COMPLETE WASTE OF TIME TO EQUIP THE ARMY WITH ANYTHING MORE COMPLEX THAN A LASGUN. AFTER ALL, MEN CAN BE REPLACED, AND EQUIPMENT IS PRECIOUS... TOO PRECIOUS FOR GRUNTS AT ANY RATE. STILL, THERE ARE ODDITIES AND EXCEPTIONS IN EVERY FIELD. THE ELITE JUMP TROOPERS OF ARMY 61 PROVIDE AN EXAMPLE. THEY ARE EQUIPPED WITH JUMP PACKS, POWERED ARMOUR AND LASGUNS, A COMBINATION ESPECIALLY FORMULATED FOR ATTACKING DEFENDED INSTALLATIONS.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

IRON
CLAW



IC2003
£1.50
FOR THE SET



STEELEYE REAPER
ELDAR MERCENARY



SUNBLITZ BROTHERS
ELDAR MERCENARY

ELDAR BANNER



ELDAR BANNER



● CHAPTER OF WHITESCARS SPACE MARINES (c.901.M38-988.M41)

The Whitescars Chapter of Space Marines as presented here, may be regarded as a representative example of the Imperium's elite forces. The Whitescars have acquired a fearsome reputation, and their name alone will inspire fear amongst the citizens and enemies of the Imperium.

The Whitescars are organised in the classic fashion which forms the basis for all Marine Chapters, so the following list can be treated as a 'template' an army of many of the other Chapters.

Like most Chapters, the Whitescars are fiercely proud of their heritage and history, and troopers and officers alike wear their badges with honour and distinction. The Chapter has been instrumental in achieving many important victories for the Imperium, not least of which was their part in the destruction of the Tyrannid Hive-Fleet 'Behemoth' (745 of the current millennium). Strangely enough, this remains the Whitescars' only action against these foul servants of Chaos.

For over two thousand years the Chapter was given the task of policing the dreaded Kolarne

Circle. Comprising a densely packed cluster of systems, Kolarne lies towards the galactic centre and close to the domains of the Ork Warlords. For many years the Chapter not only had to quell the rebellious Kolarnians but were also engaged in an endless series of wars against the Orks. The Chapter is currently on a counter-revolutionary tour of the mining systems of Rad Ox, a small system in the Third Quadrant.

The Chapter is a mobile one. Its headquarters is the vast, space barge/monastery 'Constantius', and the Whitescars' fleet numbers over a hundred craft. The majority of these are fully Warp capable and so the Chapter has an unusually high number of Astropaths and Navigators attached to it. The latter include a large number of full brethren, although these Marines are rarely committed to battle. Apart from this, the Whitescars are remarkable for their courage and tenacity, but the same could be said of other Chapters.

One unit which is unique to the Whitescars is the Souldrinkers. This is a special Assault group of which all the members are veteran hand-to-hand combat specialists. The number of squads in the group varies but there is normally at least one available to the Commander. All of the

Souldrinkers have *Champion* status and are armed with Power Swords and Refractor fields in addition to their Powered armour. They are drawn from the ranks of the normal companies and represent those Marines who have been particularly successful over the course of previous battles. The Souldrinkers have full Company status but rarely have more than 3 squads extant and do not have any higher officers. The squad leaders (Sergeants) report directly to the Lieutenant Commander. The Souldrinkers have their own distinctive shoulder badges and honour banners and it is every Whitescar's ambition to be chosen for the unit.

The Chapter also has the capacity to field specially upgraded 'Cobra' squads. These are equipped with jump-packs so that they can deploy rapidly and remain highly mobile. If used, the Cobra Squads will be under the direct command of the Company Lieutenant with support from the Jump-pack-equipped Medics. Each of the Chapter's companies is able to equip a portion of its men as a Cobra force. Companies 4 and 7 maintain a permanent list of 4 squads each for Cobra Squads and these squads wear appropriate insignia in addition to their normal Chapter regalia.



CHARACTERS

POINTS RANGE: 500 - 1000 Points

IMPERIAL CHARACTERS

75% chance.


D100	Character Type
01-15	Adeptus Arbites ¹
16-30	Priest of the Adp. Mechanicus ¹
31-45	Priest of the Administratum ¹
46-55	Navigator ²
56-75	Assassin
76-00	Inquisitor

¹ These will be high level members of their order.

² The Navigator will be one of those attached to the Chapter and will be of at least Minor Hero status and be equipped as a basic Marine (see below).

Generate the character randomly using the information given in the main rulebook or use one of the sample characters presented on pages 105-111. A player is not obligated to include any Imperial Characters, but must pay the full points value cost for a model if it is included in their army.

● MARINE CHARACTERS



0-1 LIEUTENANT COMMANDER


Marine Major Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9


Profile:

Equipment: Conversion Field, Powered Armour, Respirator, Communicator, Auto-senses, Infra-vision Visor, Bionic Right Eye (built in Targeter, Bio-Scanner).

Weapons: Knife, Bolt pistol, Bionic Left Arm (built in Hand Flamer, Jokaero Digital Laser), Power Sword, Plasma gun, Frag and Crack grenades.



PV: 244



0-1 COMPANY CAPTAIN


Marine Minor Hero

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	6	2	9	9	9	9

Profile:

Equipment: Powered Armour, Refractor Field, Respirator, Communicator, Auto-senses, Infra-vision Visor, Bio-Scanner, Energy Scanner.

Weapons: Knife, Bolt pistol, Power Glove, Bolt Gun, Chainsword, Plasma gun, Frag and Crack grenades.



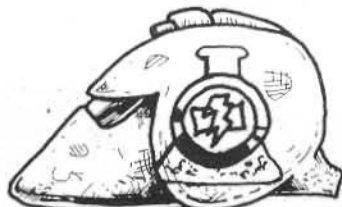
PV: 87



Whitescars' Apothacaron (Medic) Badge.



Whitescars' Badge of Librarians (Psyker-Marines).



Medic Helmet Detail



Psyker-Marine Helmet Detail.

Optional Medic Upgrade

Convert up to 2 Medics to Cobra Squad Support by addition of Jump packs.

Points cost: 2 per model.

Arm yourselves, fools, the enemy are within us!

- Last statement of Marine Psyker Troos, FivesEye Campaign



1 COMPANY LIEUTENANT

Marine Minor Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Refractor Field, Powered Armour, Respirator, Communicator, Auto-senses, Infra-vision Visor, Energy Scanner, Jump pack.

Weapons: Knife, Bolt pistol, Bolt gun, Melta-gun, Frag and Crack grenades.



PV: 70



O-1 MASTER OF THE APOTHACARION

Marine Minor Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Powered Armour, Respirator, Communicator, Auto-senses, Medi-pack, Suspensors (2), Bio-Scanner, Energy Scanner, Web solvent (3 uses), Stumm antidote (4 doses), Stimulant (5 doses), Immune (2 doses).

Weapons: Knife, Bolt pistol, Plasma gun, Hand Flamer.



PV: 85



O-1 CHIEF LIBRARIAN

Marine Minor Hero (psyker)

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Powered Armour, Respirator, Communicator, Auto-senses, Infra-vision Visor.

Weapons: Knife, Bolt pistol, Bolt gun, Plasma pistol.

Psychic Abilities: Mastery: 3; Psi-Level: 30

Level 1: Choose 4 abilities

Level 2: Choose 3 abilities

Level 3: Choose 3 abilities



PV: 226



1-3 MEDICS

Marine Champions

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Powered Armour, Respirator, Communicator, Auto-senses, Medi-pack, Suspensors (2).

Weapons: Knife, Bolt pistol, Bolt gun.



PV: 29 each



0-3 LIBRARIANS

Marine Champions (psykers)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Powered Armour, Respirator, Communicator, Auto-senses.

Weapons: Knife, Bolt pistol, Bolt gun.

Psychic Abilities: Mastery: 2; Psi-Level: 20

Level 1: Choose 3 abilities

Level 2: Choose 3 abilities.



PV: 105 each



Whitescars' Chaplain Badge



1-3 CHAPLAINS

Marine Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Refractor Field, Powered Armour, Respirator, Communicator, Auto-senses.

Weapons: Knife, Bolt pistol, Bolt gun, Melta-gun, Chainsword.



PV: 30 each



Optional Chaplain Upgrade

Mount up to 3 Chaplains on Bikes (Vincent Black Shadows).

Points cost: 87 per model equipped.

VINCENT BLACK SHADOW

Imperial Configuration: .001 (Attack)

LAND		AIR		TRR
Max	Acc/Dec	Max	Min	
32	16			1/2

Cp	T	D	Sv	Eq	W
1	5	1	5	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.



0-2 ASTROPATHS

Human Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Conversion Field, Refractor Field, Flak Armour.

Weapons: Power Sword, Knife.

Psychic Abilities: Mastery: 2 Psi-Level: 20

Astro-path Abilities: Choose any 3

Level 1: Choose 3 abilities.

Level 2: Choose 3 abilities.



PV: 134 each



Question: What's the Emperor ever done for me?

Answer: What have you ever done for the Emperor?

- Training questions,
Administratum Cant and Dogma

2-6 TACTICAL SQUADS

"INCISORS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	8	8	8	8

Basic equipment (all models): Powered Armour (with Communicator, Respirator and Auto-senses), Knife and Bolt Pistol.

7 Marines with Bolt Guns and Frag grenades.

1 Marine with Flamer.

1 Marine with Heavy Bolter with 1 Targeter and 2 Suspensors.

1 Sergeant with Bolt Gun and Frag Grenades.



PV: 213/Squad



SPACE MARINE SQUADS

POINTS RANGE: 600 - 1500 Points

Optional Tactical Squad Upgrades

1. Convert up to 2 Tactical Squads to Cobra Squads by the addition of Jump packs (1 to each squad member).

Points cost: 20 per squad.

2. Convert up to 2 Tactical Squads to Missile Squads by substituting Flamer with Missile Launcher (Frag and Crack missiles).

Points cost: 53 per squad.



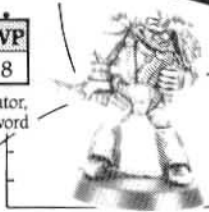
1-2 ELITE SQUADS

"SOUL-DRINKERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Champions:	4	5	5	4	3	1	5	1	8	8	8	8

Basic equipment (all models): Powered Armour (with Communicator, Respirator, Auto-senses, and Cameleoline), Refractor Field, Knife, Bolt Pistol, and Power Sword

- 8 Marines with an additional Bolt Pistol and Frag Grenades.
 1 Marine with Plasma Pistol and Frag Grenades.
 1 Sergeant with Hand Flamer, Chainsword and Frag Grenades.



PV: 300 /Squad



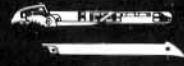
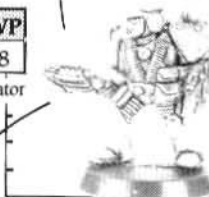
0-2 ASSAULT SQUADS

"SWITCH BLADES"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marines:	4	4	4	4	3	1	4	1	8	8	8	8

Basic equipment (all models): Powered Armour (with Communicator, Respirator and Auto-senses), Knife and Bolt Pistol.

- 8 Marines with an additional Bolt Pistol and Frag Grenades.
 1 Marine with Plasma Pistol and Frag Grenades.
 1 Sergeant with Hand Flamer, Chainsword and Frag Grenades.



PV: 200 /Squad



0-3 RECONNAISSANCE SQUADS

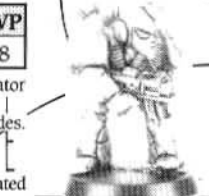
"PATHFINDERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marines:	4	4	4	4	3	1	4	1	8	8	8	8

Basic equipment (all models): Powered Armour (with Communicator, Respirator and Auto-senses), Knife and Bolt Pistol.

- 7 Marines with Bolt Guns. 1 Marine with Flamer and Smoke Grenades.
 1 Marine armed with Plasma Gun.
 1 Sergeant with Bolt Gun, Frag Grenades and IV Visor.

Additional Equipment: 1 Bio-Scanner and 1 Energy Scanner. These may be allocated to any member(s) of the squad.



PV: 206 /Squad



0-2 SUPPORT SQUADS

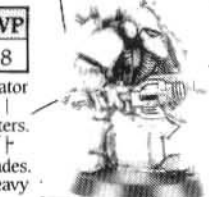
"THUNDERERS"

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Marines:	4	4	4	4	3	1	4	1	8	8	8	8

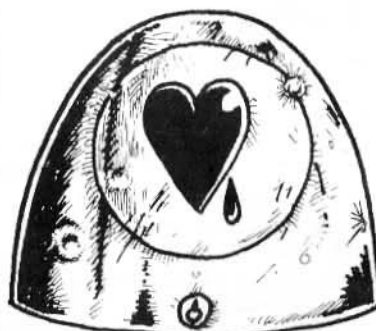
Basic equipment (all models): Powered Armour (with Communicator, Respirator and Auto-senses), Knife and Bolt Pistol.

- 5 Marines with Bolt Guns. 2 Marines with Heavy Bolters.
 1 Marine with Missile Launcher, Frag and Crack Missiles.
 1 Marine with Multi-Melta. 1 Sergeant with Bolt Gun and Frag Grenades.

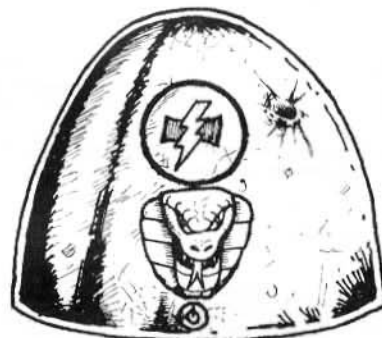
Additional Equipment: 2 Targeters and 6 Suspensors for distribution amongst heavy weapons troopers.



PV: 320 /Squad



WHITESCARS'
"SOULDRINKERS" ELITE SQUAD
SHOULDER BADGE



WHITESCARS'
COBRA SQUAD
SHOULDER BADGE

Optional Recon Squad Upgrades

- Convert up to 2 Reconnaissance Squads to Cobra Squads by the addition of Jump packs (1 to each squad member).

Additional Points Cost: 20 per squad.

- Convert up to 1 Reconnaissance Squad to a Biker Squad by mounting squad on 5 Vincent Black Shadow bikes (5 squad members riding pillion).

Additional Points Cost: 435 per squad.

VINCENT BLACK SHADOW

Imperial Configuration: .001 (Attack)

LAND		AIR		TRR
Max	Acc/Dec	Max	Min	
32	16			1/2

Cp	T	D	Sv	Eq	W
1	5	1	5	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.



WHITESCARS'
COBRA SQUAD
HELMET DESIGN

● SUPPORT

POINTS RANGE: 0 - 1000 Points

60% chance of exotic equipment, roll on the chart below.

D100 Roll	Equipment Available	Points Value
01-15	D20 Bombots	1 each
16-30	D6 Neuro-disruptors	5 each
31-55	D3x10 Shuriken Catapults*	100/squad
56-70	D10 Plasma Grenades	1 each
71-85	D6 Psyk-out Grenades	10 each
86-00	D4 Vortex Grenades	25 each

* These must be used to replace the main armament of whole squads; ie, a roll of 2 on the D3 indicates that up to 2 squads may be armed with these weapons, typically replacing the Marines' Bolt guns.

VEHICLES AND DREADNOUGHTS

The points totals given for vehicles do not include crew models. Crews may be allocated from amongst the Characters and Squads sections of the lists, or generated separately, as required. Most vehicles have *Auto-drive* and *Auto-aim* and so specific drivers and gunners will not necessarily be needed.



Whitescars' Land Speeder Banner




GRAV-ATTACK

Another standard Imperial design, the Grav-Attack is the most common hover vehicle used by both Marine Chapters and the Imperial Army. It is solidly based on craft of Eldar origin, although Imperial designs tend to be less streamlined. On worlds of suitable terrain, the Grav-Attack takes over the battlefield role normally performed by the stalwart Land Raider. Medical and Communications variants are included in most munitions stores, as well as troop carriers and assault versions.

The Eldarian Grav-Attack forms the greater part of most vehicles used by that race. Most other races use them only infrequently - when captured models are available.

PV: 174 plus Equipment and Weapons.



0-5 MK14 'BULLOCK', JET-CYCLES


Imperial Configuration: .001 (Attack)

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
30	10	300	10	30	1/3	1	4	1	6	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.

PV: 109½ each



0-3 IMPERIAL LAND SPEEDERS


Imperial Speeder: standard profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
24	8				1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters(2).

Weapons: Swivel mounted Multi-Melta (with 360° traverse) and Melta gun (fixed mount, forward firing).

PV: 212 each



0-1 HELLFIRE LAND RAIDER


Land Raider Tank variant

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
20	7				1	10	8	30	5,6	3	5

Equipment: Auto-Drive, Targeters (2)

Weapons: Las-Cannon (2), Bolt gun.

PV: 429



0-2 GRAV-ATTACKS (Hoverers)

Imperial Grav-attack: Standard Profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
20	6				1	5	7	22	5,6	4	4

Equipment: Auto-drive, Auto-aim, Targeter, Energy Scanner.

Weapons: Multi-Laser (turret mounted), 2 Bolt Guns (fixed mount, forward firing, same target).

PV: 248 each



THE BLACK SHADOW SIDE-CAR COMBINATION

The Vincent Black Shadow bike is a very common machine in the Imperial forces. The armoured side-car unit is a popular modification, offering additional crew carrying capability with little loss in power. Bikes of this general type appear in units of the Imperial Army, the Space Marines, the private armies of Imperial Commanders, the forces of the Adeptus Arbites, the entourages of Rogue Traders and, indeed, all types of human forces from planetary police to galactic pirate raiders. The profile is slightly changed to allow for the additional weight and some up-armouring. The side-car seats one warrior together with his forward firing specially mounted weapon. This is normally a heavy weapon, and often a Multi-melta. Any other heavy weapon could be mounted instead, but the Multi-melta is generally favoured. The bike carries the standard armament of two forward-firing Bolt guns. These fire in unison at the same target.

Normal bike rules apply but with the following modifications. An additional pillion passenger may still be carried, adding a further +1 to the TRR. Note that randomised hits should be allocated as follows:

Roll 1D6. 1-2 = bike hit, 3-4 = driver hit, 5-6 = passenger hit. Even if one or more crew are killed the bike may still continue to fight using its own auto-systems. If the bike is destroyed the crew are assumed to be killed, and are removed automatically.

Optional Dreadnought Upgrades

Replace Bio-scanner or Energy Scanner with 1" radius Powerfield generator. This gives the suit a T of 10 until it first suffers a wounding hit, which will have no effect other than to destroy the powerfield.

Additional Points Cost: 5 per suit.

0-4 BLACK SHADOW COMBINATION

Vincent Black Shadow with sidecar

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	12				1	2	5	2	5,6	3	4

Equipment: Auto-drive, Auto-aim (twin Bolt guns), Targeter (Multi-melta).

Weapons: Twin Bolt guns (fire at same target), Multi-melta.

PV: 169 each

0-3 IMPERIAL DREADNOUGHTS

Anti-Personnel Battle Armour

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	6	6	6	6	6	6	6	3	8	8	8	8

Saving Throw: 3,4,5 or 6
Tech. Level: 8
Pilot: Basic Marine
Weapons: 4 Bolt guns (mounted in pairs on each arm)
Equipment: Targeters (2), Communicator, Bio-Scanner
PV: 268½

PV: 268½ or 316 each

Missile Launcher Battle Armour

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	6	6	6	6	6	6	6	3	8	8	8	8

Saving Throw: 3,4,5 or 6
Tech. Level: 8
Pilot: Basic Marine
Weapons: 2 Bolt guns (mounted together on one arm), Missile Launcher (Frag, Crack and Smoke missiles).
Equipment: Targeters (2), Communicator, Energy Scanner.
PV: 316

PV: 268½ or 316 each

● HYLGAR'S HELL-RAISERS - 13th/5th IMPERIAL ARMY (c.975.M41-988.M41)

The 13th/5th (the thirteenth Imperial Army of the fifth quadrant) is commanded by the erudite Julius Hylgar of the Priesthood of Earth. Hylgar is a senior member of the Administratum and was assigned to military coordination duties at an early stage in his career. Having shown a high level of enthusiasm and dedication to this particular field of the Administratum's work, he was soon appointed to the personal staff of the great general Marcus Aurelius. Hylgar learned rapidly, and it was only a brief period of time before he was given his own command.

Hylgar has the rank of Imperial Commander and the titles Cardinal of Kolarne, and Grand Marnier Militarist. The first title is a reference to the system in which the 13th/5th are based and the latter is a Priesthood title, the martial branch of the Administratum being the 'Administratus Militarum'.

Hylgar is assisted by a personal staff of over 100 - including members of the priesthood and other supernumeraries - and has direct control of the 12 army brigades which comprise the 13th Army. Hylgar is also able to call on the services of a contingent of the Imperial Fleet, and has three Warp-capable craft for his private use.

The Hell-raiser's 12 brigades are garrisoned in the Kolarne system and Hylgar has his headquarters on the paradise planet of Durla V. The garrisons are each led by a senior officer of the Imperial Army with the rank of Brigadier-General, the highest non-Priesthood rank in the army. As is traditional, each Brigade is divided into 10 Companies, led by a Captain.

The current duties of the 10th Company are to maintain order in the Kolarne and to protect the sector from Ork and Eldar Pirate incursions. This

is no easy task, and the Hell-raisers are often hard-pressed in the face of such a multiplicity of enemies.



Only in your deepest self is the truth
of what you can be. And, without a
doubt, that truth is terrible to bear.

Sensei Saying

IMPERIAL ARMY CHARACTERS

13/5

0-1 BRIGADIER-GENERAL

Human Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Conversion Field, Flak Armour, Bionic Eye (built in Targeter and Bio-Scanner), Respirator, Communicator, Infra-vision Visor.
 Weapons: Knife, Laspistols (2), Hand Flamer, Power Sword, Frag and Crack grenades.



PV: 152

13/5

0-1 LIEUTENANT-GENERAL

Human Major Hero - Subordinate to Hylgar

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Conversion Field, Flak Armour, Respirator, Communicator, Infra-vision Visor, Bio-Scanner, Energy Scanner.
 Weapons: Knife, Power Glove, Bolt pistol, Plasma gun, Jokaero Digital Flamer.



PV: 171

13/5

0-1 COMPANY CAPTAIN

Human Major Hero - Subordinate to Lt. General

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Refractor Field, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts.
 Weapons: Knife, Bolt gun, Bionic Arm (built in Hand Flamer).



PV: 122

13/5

1 LIEUTENANT

Human Minor Hero - Assistant to Company Captain

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Refractor Field, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts.
 Weapons: Sword, Bolt gun, Plasma pistol, Power axe, Laspistol.



PV: 49

CHARACTERS

POINTS RANGE: 400 - 800 Points

IMPERIAL CHARACTERS

45% chance.

D100 Character Type

01-15	Adeptus Arbites ¹
16-30	Priest of the Adp. Mechanicus ¹
31-45	Priest of the Administratum ²
46-55	Navigator ³
56-75	Assassin
76-00	Inquisitor

¹ These will be high level members of their order.² This Priest will be one of the Army's Staff Officers and could conceivably be Hylgar, the Imperial Commander. In any case the character will be of a high level and have a wide range of equipment available to him.³ The Navigator will be one of those attached to the Fleet and will be of at least Minor Hero status and be equipped as a basic Marine (see below).

Generate the character randomly using the information given in the main rulebook or use one of the sample characters presented on pages 105-111. A player is not obligated to include any Imperial Characters, but must pay the full points value cost for a model if it is included in their army.



Without the Dark, there can be no
Light.

We have Purpose

Without the Lie, there can be no Truth.

We have Purpose

Without the war, there can be no
Victory.

We have Purpose

Without the Death, there can be no
sacrifice.

We have Purpose

Without the Hope, there can be no
Future.

We have Purpose

Without the Loyalty, there can be no
Chapter.

We have Purpose

Without the Emperor, there is nothing...
And we would have no Purpose

- Ritual and Responses.

Tome of Truths Foretold.

Legiones Astartes, Library Copy

13/5

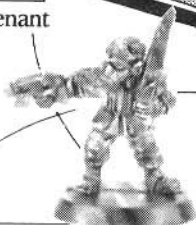
0-1 SERGEANT-MAJOR

Human Minor Hero - Subordinate to Captain/Lieutenant

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Refractor Field, Mesh armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts, Frag and Crack grenades.

Weapons: Sword, Bolt pistol, Plasma gun.



PV: 51

13/5

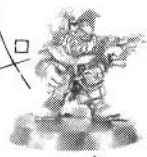
0-1 SQUAT SERGEANT-MAJOR

Squat Minor Hero - Subordinate to Captain/Lieutenant

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	3	6	5	4	5	2	4	2	10	8	10	10

Equipment: Refractor Field, Mesh armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts, Frag and Crack grenades.

Weapons: Sword, Bolt pistol, Plasma gun.



PV: 78

13/5

0-2 PSYKERS

Human Champion (psyker)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	7	7	7	7

Equipment: Mesh Armour, Flak Armour, Communicator, Photochromatic Visor.

Weapons: Knife, Lasipistol, Bolt gun.

Psychic Abilities: Mastery: 2; Psi-Level: 20

Level 1: Choose 3 abilities

Level 2: Choose 3 abilities.



PV: 97

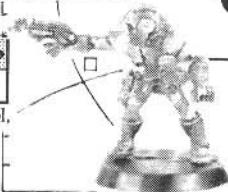
13/5

0-1 VETERAN SERGEANT
(OGRYN COMMAND)

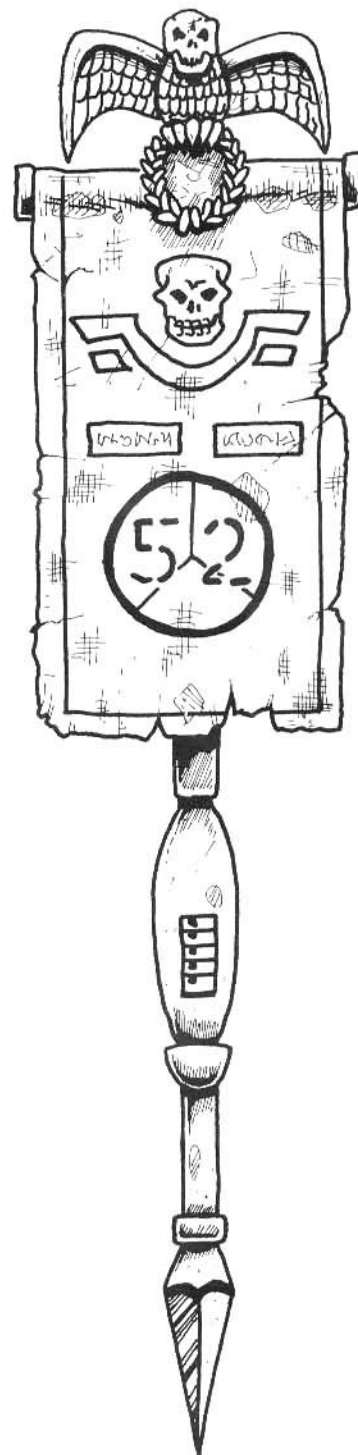
Must be chosen if the Army contains 3 Ogryn Squads (see below).

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	7	7	7	7

Equipment: Flak/Mesh Armour, Photochromatic Visor, Communicator, Lasipistol, Power Glove, Frag and Crack Grenades.



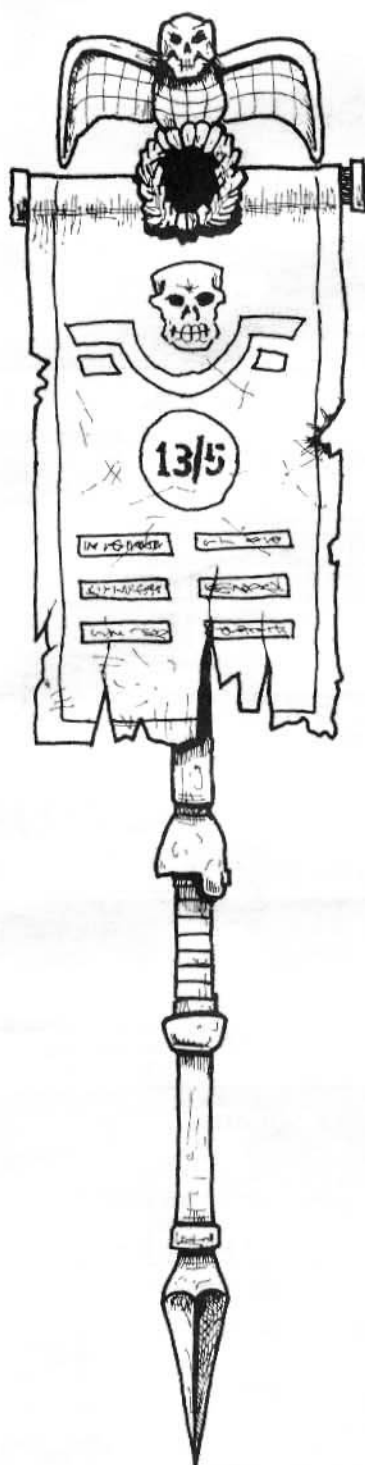
PV: 28



Imperial Army 52 Company
Standard.

IMPERIAL ARMY SQUADS

POINTS RANGE: 800 - 1600 Points



Imperial Army 13/5 Company
Standard.

13/5

0-3 TACTICAL SQUADS

"TORNADOES" - Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	3	3	3	3	1	3	1	7	7	7	7

Basic Equipment: - Troopers: Flak Armour and Knife.

- Sergeant: Flak Armour, Knife, Communicator, and Photochromatic Visor.

8 Troopers with Las-Guns.

1 Trooper with Flamer.

1 Sergeant with Las-Pistol and Chainsword.



PV: 72/Squad

13/5

0-3 SQUAT TACTICAL SQUADS

"FORGE-FIRES" - Standard Squats

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	3	4	3	3	4	1	2	1	9	7	9	9

8 Troopers with Las-Guns.

1 Trooper with Flamer.

1 Sergeant with Las-Pistol and Chainsword.

Basic equipment - Troopers: Flak Armour and Knife.

- Sergeant: Flak Armour, Knife, Communicator, and Photochromatic Visor.



PV: 97/Squad

13/5

1-4 STRIKER SQUADS

"WHIRLWINDS" - Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	3	3	3	3	1	3	1	7	7	7	7

Basic equipment - Troopers: Flak Armour and Knife.

- Sergeant: Flak Armour, Knife, and Communicator.

8 Troopers with Mesh Armour, Las-Guns and Frag Grenades.

1 Trooper with Mesh Armour, Heavy Bolter and Frag Grenades.

1 Sergeant with Mesh Armour, Las-Gun and Frag Grenades.

Additional Equipment: 1 Targeter and 2 Suspensors for Heavy bolter; Sergeant carries a Bio-Scanner.



PV: 118/Squad

13/5

1-4 SQUAT STRIKER SQUADS

"IRON HAMMERS" - Standard Squats

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	3	4	3	3	4	1	2	1	9	7	9	9

Basic equipment - Troopers: Flak Armour and Knife.

- Sergeant: Flak Armour, Knife and Communicator.

8 Troopers with Mesh Armour, Las-Guns and Frag Grenades.

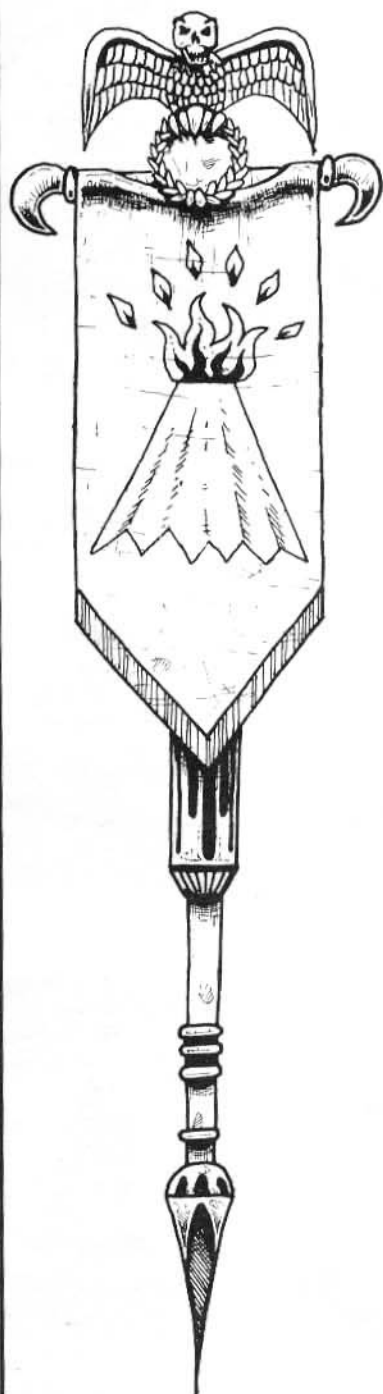
1 Trooper with Mesh Armour, Heavy Bolter and Frag Grenades.

1 Sergeant with Mesh Armour, Las-Gun and Frag Grenades.

Additional Equipment: 1 Targeter and 2 Suspensors for Heavy bolter; Sergeant carries a Bio-Scanner.



PV: 143/Squad



Guard Company of Squats
'Volcanoes' Battle Banner.

Optional Recon Squad Upgrades

Convert up to 2 Reconnaissance Squads to Scout Squads by addition of Jump packs (1 to each squad member).

Additional Points Cost: 20 per squad.

13/5

0-2 GUARD SQUADS

"HURRICANES" - Human Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	4	4	4	3	1	4	1	7	7	7	7

Basic equipment - Troopers: Helmet with photochromatic visor, Flak Armour and Knife.

Sergeant: Helmet with photochromatic visor, Flak Armour, Knife, and Communicator.

7 Trooper-Champions, with Mesh Armour, Bolt Guns, Frag and Crack Grenades.
1 Trooper-Champion, additional Mesh Armour, armed with Flamer, Frag and Crack Grenades.

1 Trooper-Champion, with Mesh Armour, Missile Launcher, Frag and Crack Missiles.
1 Sergeant-Champion, with Mesh Armour, Hand Flamer, Power Glove, Frag, Crack and Blind Grenades.

Additional Equipment: 2 Targeters and 6 Suspensors for the heavy weapons; the Sergeant-Champion carries a Bio-Scanner and an Energy Scanner.



PV: 175/Squad

13/5

0-1 SQUAT GUARD SQUADS

"VOLCANOES" - Squat Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	5	4	4	4	1	3	1	9	7	9	9

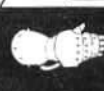
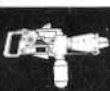
Basic equipment - Troopers: Helmet with photochromatic visor, Flak Armour and Knife.

Sergeant: Helmet with photochromatic visor, Flak Armour, Knife, and Communicator.

7 Trooper-Champions, with Mesh Armour, Bolt Guns, Frag and Crack Grenades.
1 Trooper-Champion, with Mesh Armour, Flamer, Frag and Crack Grenades.

1 Trooper-Champion, with Mesh Armour, Missile Launcher, Frag and Crack Missiles.
1 Sergeant-Champion, with Mesh Armour, Hand Flamer, Power Glove, Frag, Crack and Blind Grenades.

Additional Equipment: 2 Targeters for the heavy weapons; the Sergeant-Champion carries a Bio-Scanner and an Energy Scanner.



PV: 188/Squad

13/5

0-2 RECONNAISSANCE SQUADS

"EAGLES" - Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	3	3	3	3	1	3	1	7	7	7	7

Basic equipment - Troopers: Helmet with photochromatic visor, Flak Armour (with Cameleoline), and Knife.

Sergeant: Helmet with photochromatic visor, Flak Armour (with Cameleoline), Knife and Communicator.

8 Troopers with Las-Guns and Blind Grenades.

1 Trooper with Plasma Gun and Blind Grenades.

1 Sergeant with Hand Flamer, Chainsword, and Blind Grenades.

Additional Equipment: 1 Bio-Scanner, 1 Energy Scanner, 1 Communicator.



PV: 107/Squad

13/5

0-3 ASSAULT SQUADS

"CYCLONES" - Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	4	3	3	3	3	1	3	1	7	7	7	7

Basic equipment - Troopers: Flak Armour and Knife.
 - Sergeant: Flak Armour, Knife, and Communicator.

- 8 Troopers, with Mesh Armour, Las pistols and Frag Grenades.
 1 Trooper, with Mesh Armour, Flamer and Frag Grenades.
 1 Sergeant, with Mesh Armour, Las pistol, Power Glove and Frag Grenades.



PV: 97/Squad

13/5

0-3 SQUAT ASSAULT SQUADS

"THUNDERBOLTS" - Standard Squats

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profiles:	3	4	3	3	4	1	2	1	9	7	9	9

Basic Equipment: - Troopers: Flak Armour and Knife.
 - Sergeant: Flak Armour, Knife and Communicator.

- 8 Troopers, with Mesh Armour, Las pistols and Frag Grenades.
 1 Trooper, with Mesh Armour, Flamer and Frag Grenades.
 1 Sergeant, with Mesh Armour, Las pistol, Power Glove and Frag Grenades.



PV: 122/Squad

13/5

0-2 OGRYN POWER SQUADS

"DESTROYERS" - Standard Ogryns

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Troopers:	6	3	2	4	5	3	3	2	5	4	5	7
Major Hero:	6	6	5	5	6	5	6	4	7	6	7	9

- 6 Troopers with Hand Weapon, Primitive Armour (saving throw of 6).
 1 Sergeant with Auto-Gun, Flak Armour.



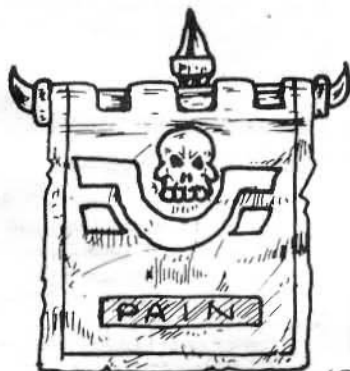
PV: 327/Squad



'Thunderbolts' Battle Standard
 Army 13/5 Squat Assault.

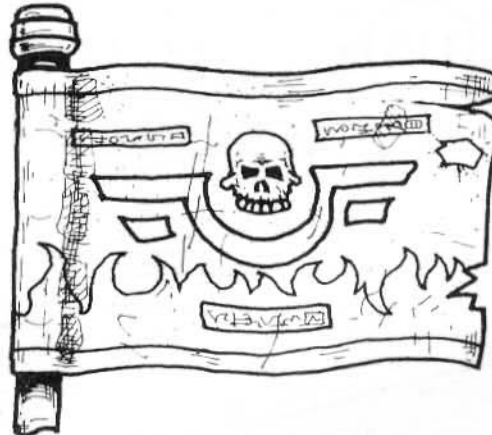
OGRYNS

Ogryns are particularly slow-witted and the standard troopers cannot cope with even the simplest of Imperial technology. Because of this they are poorly armed and generally only wear the most primitive armour. They are rarely uniformed and the appearance of a squad can be very varied - odd figures having bits and pieces of primitive plate and chainmail mixed with furs and hides. The cumulative effect of this is to give the standard troopers a basic armour saving throw of six. Heroes are better equipped and will usually have at least Flak armour for protection. The standard Ogryn troopers carry only hand or hafted weapons; their feeble brains being unable to cope with the intricacies of shooting guns.



'Cyclones'
 Battle Banner.

Battle Standard of
 'Destroyers' Army 13/5
 Ogryn attachment.



13/5

0-4 BLACK SHADOW COMBINATION

Vincent Black Shadow with sidecar

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	12				1	2	5	2	5,6	3	4

Equipment: Auto-drive, Auto-aim (twin Bolt guns), Targeter (Multi-melta).

Weapons: Twin Bolt guns (fire at same target), Multi-melta.

PV: 169 each

13/5

0-1 HELLFIRE LAND RAIDERS

Land Raider: Tank variant

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	7				1	10	8	30	5,6	3	5

Equipment: Auto-Drive, Targeters (2).

Weapons: Las-Cannon (2), Bolt gun.

PV: 429½ each

13/5

0-2 IMPERIAL SPEEDERS

Imperial Speeder: standard model

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	8				1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters(2).

Weapons: Swivel-mounted Multi-Melta (with 360° traverse), and Melta gun.

PV: 212 each

13/5

0-3 RAPIERS

Gun-Carrier, Multi-Laser: standard model

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	6				½	2	8	15	6	2	2

Equipment: Auto-Drive, Targeter.

Weapons: Fixed mount Multi-Laser.

PV: 187 each

SUPPORT

POINTS RANGE: 0 - 800 Points

40% chance of exotic equipment, roll on the chart below.

D100 Roll	Equipment Available	Points Value
01-10	Conversion Beamer	50
11-20	Las-cutter.	35
21-30	10 Flight Packs.*	40
31-40	D2x10 Powered armour*	6 each
41-50	D10 Bombots	5 each
51-60	D6 Neuro-disruptors	5 each
61-70	10 Shuriken Catapults*	100
71-80	D10 Plasma Grenades	1 each
81-90	D6 Psyk-out Grenades	10 each
91-00	D4 Vortex Grenades	25 each

* These items must be used to replace the main armament of whole squads; ie, a roll of 2 on the D3 indicates that up to 2 squads may be armed with these weapons, typically replacing the Troopers' Lasguns. They may not be used by Ogryn squads.

VEHICLES AND DREADNOUGHTS

The points values given for vehicles do not include crew models. Crews can be allocated from the Characters and Squads sections of the lists, or generated separately if required. Be sure not to exceed the maxima given for Characters and/or Squads.

RAPIER GUN-CARRIER

Small tracked carriers are a feature of many armies across the galaxy. The carrier provides a convenient method of transporting large and unwieldy pieces of heavy weaponry into position on the battlefield with relative ease. The Imperial Army favours their use, as do Orks and pirate groups. The Marine Chapters tend not to employ them, preferring instead to rely on man-portable support weapons. The carrier is, quite simply, a heavy weapon mounted on a set of tracks, and is treated exactly as a small vehicle. The crew, which normally numbers two, sit on the tracked superstructure while it is moving, and may dismount when the main armament is firing. The crew may be targetted separately or will be randomly hit as follows: 1-4 = carrier hit; 5-6 = crew member hit. Equipment space is limited, and is normally taken up by an Auto-drive facility and a Targeter for the gun, which is aimed and fired by the crew.

Optional RAPIER Upgrades

1. Convert up to 3 Laser-Carriers to Melta-Carriers by substituting main armaments for Multi-Melta guns.

Additional Points Cost: 10 per Carrier.

2. Convert up to 1 Laser-Carrier to Las-cannon Carrier by substituting main armament for Las-cannon.

Additional Points Cost: 50 per Carrier.

The Mole Mortar

The mole mortar employs an inverted mortar launcher and special ammunition to launch a subterranean shell or 'tunnel-torpedo' which burrows its way underneath the battlefield. The mole mortar was actually developed to attack tunnelling vehicles, but was so successful it is now used as a short range assault weapon in its own right.

It has a restricted range of between 6" and 48". It has a normal fire-arc of 90°. The firer must first secretly nominate a target point within the range and fire-arc of the weapon. During following turns the firer may adjust the weapon to establish a fresh target point, but the weapon may only be adjusted enough each turn to move the target point by 4". The weapon may not be adjusted and fired in the same turn.

When used against normal targets the firer should position his area marker and roll for deviation as usual. Then roll a D6.

1-2 The shell spins out of the ground at a terrific rate, leaping into the air and exploding. Work out damage as for a normal shell burst.

3-4 The shell barely breaks the surface before exploding in a hail of earth. Work out damage normally. In addition, any low wall, hedge or other scenery within the burst area is levelled and destroyed. Buildings may be damaged as normal.

5-6 The shell bursts under the ground, lessening its effect but levelling any scenic items as for 3-4 above. All building sections in the burst area take 1 point of automatic damage for every point of strength of the exploding shell. In the case of the tunnel torpedo, this is a 6. Any models within the burst area may be hit and damaged as normal. Once casualties have been removed, the area indicated by the marker sinks and forms a crater. This can be represented by marking the crater rim with small stones, cork chips or similar material.

The mole mortar can be used to attack tunnelling vehicles. The weapon has a 360° arc of fire when firing in this way. This works as follows. The firer declares he is firing speculatively against tunnelling vehicles he suspects may be near. The GM checks the position of enemy tunnelling vehicles, and if a vehicle lies within the weapon's range he must test for a hit. To do this, the GM secretly rolls a D6. If the score is 6 the shot has hit. The GM works out all results in secret, neither player should be informed about what is happening. If a vehicle is destroyed it simply fails to appear, neither player is told of its loss.

The mole mortar is designed to fire its own special tunnel torpedo with strength and details as shown on the weapon profile. It may also fire any other standard shell type. The mole mortar is normally crewed by two models.

PV = 50 + crew.

Additional ammo types must be paid for as normal. The tunnel torpedo is included in the cost.

The Tarantula

The Tarantula has three basic components, a mobile gravitic-powered base, a body including auto-aim and targeter systems, and armament. It is, in effect, a robotic weapon mount controlled by a crewman who can move the Tarantula from place to place and select targets. The crewman and Tarantula must remain within 12" or control becomes ineffective and the Tarantula is then uncontrolled as described below.

A crewman may not use weapons or engage in close combat whilst controlling a Tarantula. If the crewman moves out of control range, fires a weapon, becomes engaged in close combat, or is slain, the Tarantula comes to an immediate halt and is said to be 'uncontrolled'. Once the weapon becomes uncontrolled, the player must first nominate its targets during the shooting phase, and must then fire on the nominated target/s in the side's following shooting phase. If a nominated target is no longer visible, the weapon cannot fire at all. This rule only applies to uncontrolled Tarantulas. Controlled Tarantulas

may fire at any visible target within range just like a normal trooper. Any Tarantula crewman can take control of any Tarantula, but may only control one at a time.

Note that Tarantulas have no *Ld*, *Int*, *Cl* or *WP*, and have no *A* and therefore no *WS* (they are struck automatically in hand-to-hand combat). They cannot fight in close combat and take special damage in the same way as robots (see WH40K, p43).

The mobile weapon platform may be equipped with any two heavy weapons (4 weapon points) plus two auto-aim systems and two targeters (4 equipment points). A Tarantula may either move or fire during its turn - but not both. If the Tarantula remains stationary it may fire either or both weapons. Both weapons have a 360d arc and may be fired at separate targets - a Tarantula therefore normally fires twice during the shooting phase, once with each weapon.

PV = 20 + weapons, equipment and crewman.

0-3 TARANTULAS

M	BS	S	T	D	I
6	5	5	5	5	5

Equipment: Two Auto-aim facilities and two Targeters.

Weapons: Las-cannons (2).

Crew Model: Standard human profile wearing Flak armour with Knife and Las-pistol.

PV: 236 each

0-3 MOLE MORTARS

Short Range	Long Range	Shooting to Hit Short	Shooting to Hit Long	Strength	Damage
6-24	24-48	-1	-2	6	1

Save Modfr	Type				Area	Tech
	C	H	S	F		
		2"	x		3"	6

Crew: Two Squats, standard profiles, wearing Flak armour, with Knives and Las-pistols.

PV: 67 each

VALERIUS BORODIN. ROGUE TRADER (c.986-present)

Valerius Borodin is very typical of the Rogue Traders sent into the uncharted wilderness of non-Imperial space. The Rogue Trader is expected to explore and exploit those areas of the galaxy which are not under Imperial rule. Inevitably, this will entail heading out into unknown space, where almost any fate may await the Trader and his retinue.

Valerius has been charged with a particularly hazardous brief. His prime objective is to explore the sector which lies beyond the Gideon Confluence in the Third Quadrant. *En route*, he has numerous minor duties to perform, including a policing visit to the rebelling Horne's World in the Claw Nebula, and an investigation of the lost world of Diarack, inaccessible for nearly three generations because of Warpstorms. These have recently abated, and Astropathic studies have discerned a possible navigation corridor; the Administratum are keen to establish the genetic purity of the world's population, and Borodin has authorisation to take any necessary action - potentially a dangerous and time-consuming task.

Thus, Borodin is expected to deal with two entire planets before he even leaves Imperial space. This is quite normal for Rogue Traders, and they are quite a formidable adversary. Borodin has been well-provided with ships, equipment and troops for his mission. He has been given command of

an entire company of the Legiones Astartes and a company of the Imperial Army, as well as their attendant staff and equipment. He is also accompanied by an entourage of priests from the Administratum and the Adeptus Mechanicus. Most of the priesthood accompanying Borodin are supernumeraries and minor officials, but there are a number of close advisers who are of higher rank. It is also possible that other Imperial agents will join the fleet as it carries out its mission.

The Rogue Trader is currently in the sixteenth month of what is intended to be a seven-year mission. In that time, it is highly likely that Valerius will be given further instructions, particularly if the mission reveals information on which the Administratum decides to act. Furthermore, a Rogue Trader's fleet is regarded as something of a crusade, and as such is likely to be the subject of much to-ing and fro-ing amongst the hierarchy of the Imperial Professions such as the Assassins.

If you wish, of course, you may use Joff Zuckerman (p47) instead of Borodin - the associated Marine characters and squads will therefore be Ultramarines and those of the Army will be the remains of the rebellious Arcadian forces.

CHARACTERS

POINTS RANGE: 500 - 1000 Points

IMPERIAL CHARACTERS

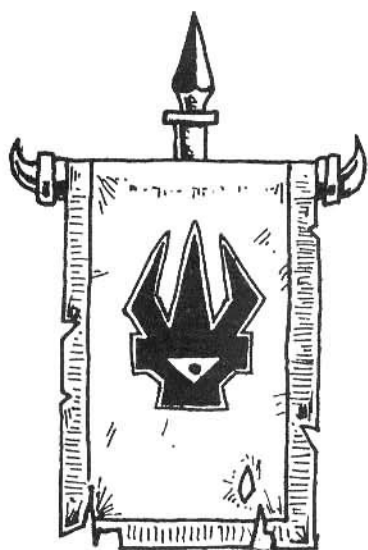
30% chance of an Imperial Character; roll on the following chart:

D100	Character Type
01-15	Adeptus Arbites*
16-30	Priest of the Adp. Mechanicus*
31-45	Priest of the Administratum*
46-60	Navigator
61-80	Assassin
81-00	Inquisitor

* These will be high level members of their order.

Generate the character randomly using the information given in the main rulebook, or use one of the sample characters presented on page 105. A player is not obliged to include Imperial characters, but must pay the full points value cost for a model if it is included in their army.

ROGUE TRADER'S ENTOURAGE



Personal Banner of Valerius
Borodin



Personal Shoulder Emblem of
Valerius.

MARINE CHARACTERS

There is only the Emperor,
and he is our Shield and Protector.

- Statement of fact,
Second Book of Chantings



0-1 ROGUE TRADER

Human Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Conversion Field, Power Armour, Auto-sense, Communicator, Respirator, Photochromatic Injections, Bionic Eye (built-in Targeter, Bio-Scanner, Energy Scanner), Flight pack.

Weapons: Power Sword, Bolt pistol, Bionic Arm (2 built in Jokaero Digital Lasers), Shuriken Catapult.



PV: 312



0-1 ASTROPATH

Human Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Conversion Field.

Weapons: Force Sword, Knife.

Psychic Abilities: *Mastery Level:* 4; *Psi-Level:* 40

Level 1: Choose 3 abilities.

Level 2: Choose 3 abilities.

Level 3: Choose 2 abilities.

Level 4: Choose 2 abilities.

Astropath: Choose 4 abilities.



PV: 412



0-1 ASTROPATH

Human Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Refractor Field, Flak Armour.

Weapons: Power Sword, Knife.

Psychic Abilities: *Mastery Level:* 2; *Psi-Level:* 20

Level 1: Choose 3 abilities.

Level 2: Choose 3 abilities.

Astropath: Choose 3 abilities.



PV: 160



0-1 COMPANY CAPTAIN

Marine Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Powered Armour, Refractor Field, Respirator, Communicator, Auto-sense, Infra-vision Visor, Bio-Scanner, Energy Scanner.

Weapons: Knife, Bolt pistol, Power Glove, Bolt Gun, Chainsword, Plasma gun.



PV: 85



1-2 COMPANY LIEUTENANTS

Marine Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	6	2	9	9	9	9

Equipment: Refractor Field, Powered Armour, Respirator, Communicator, Auto-sense, Infra-vision Visor, Energy Scanner.

Weapons: Knife, Bolt pistol, Bolt gun, Melta-gun.



PV: 65 each



0-3 MEDICS

Marine Champion

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Powered Armour, Respirator, Communicator, Auto-sense, Medi-pack, Suspensors (2).

Weapons: Knife, Bolt pistol, Bolt gun.



PV: 29 each



0-2 LIBRARIANS

Marine Champion (psyker)

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Powered Armour, Respirator, Communicator, Auto-sense.

Weapons: Knife, Bolt pistol, Bolt gun.

Psychic Abilities: Mastery: 2; Psi-Level: 20
Level 1: Choose 3 abilities.

Level 2: Choose 3 abilities.



PV: 105 each



0-2 CHAPLAINS

Marine Champion

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	5	1	8	8	8	8

Equipment: Refractor Field, Powered Armour, Respirator, Communicator, Auto-sense.

Weapons: Knife, Bolt pistol, Bolt gun, Melta-gun, Chainsword.

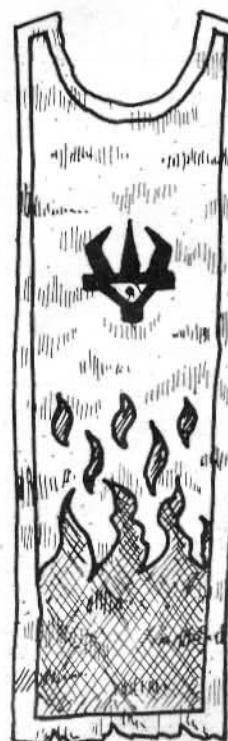


PV: 30 each



Marine Units.

Tabard Designs displaying
Valerius' Badge.



Imperial Army Units.

ARMY LISTS

80



0-1 COMPANY CAPTAIN

Human Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Refractor Field, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts.

Weapons: Knife, Bolt gun, Bionic Arm (built in Hand Flamer).



PV: 122



1-2 LIEUTENANTS

Human Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Refractor Field, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts.

Weapons: Sword, Bolt gun, Plasma pistol, Power axe, Lasipistol.



PV: 49 each



1-4 JUNIOR LIEUTENANTS

Human Champion

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	7	7	7	7

Equipment: Mesh Armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Visor.

Weapons: Knife, Bolt pistol, Bolt gun, Plasma gun.



PV: 19 each



1-4 MARINE TACTICAL SQUADS

Marine standard profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	8	8	8	8

Basic Equipment (all models): Powered Armour (with Communicator, Respirator and Auto-sense), Knife and Bolt Pistol.

7 Marines with Bolt Guns.

1 Marine with Flamer.

1 Marine with Heavy Bolter with 1 Targeter and 2 Suspensors.

1 Sergeant with Bolt Gun and Frag Grenades.



PV: 213/Squad

IMPERIAL ARMY CHARACTERS



Banner of Imperial Army Units serving under Rogue Trader Valerius Borodin.

SQUADS

POINTS RANGE: 600 - 1500 Points

MARINE SQUADS

OPTIONAL MARINE SQUAD UPGRADES

1. Convert up to 2 Marine Tactical Squads to Aerial Assault Squads by addition of Flight packs (1 per squad member).

Additional Points Cost: 40 per squad.

2. Convert up to 1 Marine Tactical Squad to Search & Destroy Squad by mounting unit


on 5 Vincent Black Shadow bikes (5 squad members riding pillion).

Imperial Configuration: .001 (Attack)
See page 82 for statistics.

Additional Points Cost: 435 per squad.

MARINE SUPPORT SQUAD

Additional Equipment (must be paid for at standard points costs if used): 2 Targeters (5 points each) and 6 Suspensors (2 points each) for distribution among heavy weapons troopers.



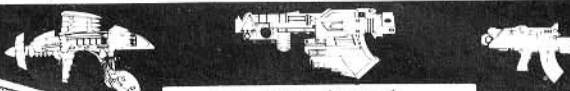
0-1 MARINE SUPPORT SQUAD

Marine standard profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	8	8	8	8

Basic Equipment (all models): Powered Armour (with Communicator, Respirator and Auto-sense), Knife and Bolt Pistol.

- 5 Marines with Bolt Guns.
- 1 Marine with Missile Launcher, Frag and Crack Missiles.
- 1 Marine with Multi-Melta.
- 2 Marines with Heavy Bolters.
- 1 Sergeant with Bolt Gun and Frag Grenades.




PV: 320 /Squad

IMPERIAL ARMY SQUADS

OPTIONAL SQUAT TACTICAL SQUAD UPGRADES

- Convert up to 2 Squad Tactical Squads to Close Assault Squads by addition of 9 Chainswords (1 per Trooper) and 1 Plasma pistol (to Squad Leader).

Additional Points Cost: 18 per squad.




1-4 SQUAT TACTICAL SQUADS

Squat standard profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	3	4	3	3	4	1	2	1	9	7	9	9

Basic Equipment (all models): Flak Armour and Knife.

- 8 Troopers with Las-Gun.
- 1 Trooper with Flamer.
- 1 Sergeant with Laspistol, Chainsword, Communicator and Photochromatic Visor.




PV: 97/Squad

OPTIONAL STRIKER SQUAD UPGRADES

- Convert up to 1 Human Striker Squad to Recce Squad by addition of Power Boards (1 per squad member).

Additional Points Cost: 30 per squad.




1-4 HUMAN STRIKER SQUADS

Human standard profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	3	3	3	3	1	3	1	7	7	7	7

Basic Equipment (all models): Flak Armour with additional Mesh Armour and Knife.

- 8 Troopers with Las-Gun and Frag Grenades.
- 1 Trooper with Heavy Bolter and Frag Grenades.
- 1 Sergeant with Communicator, Las-Gun and Frag Grenades.




PV: 118/Squad

HUMAN STRIKER SQUADS

Additional Equipment (must be paid for at standard points cost if used): 1 Targeter (5 points) and 2 Suspensors (2 points each) for Heavy Bolter; Bio-Scanner (5 points) for sergeant.

SQUAT GUARD SQUADS

Additional Equipment (must be paid for at standard points cost if used): 2 Targeters (5 points each) for the special weapons; 1 Bio-Scanner (5 points) and 1 Energy Scanner (5 points) for the Sergeant; 10 Photochromatic Visors (1 per squad member, total 5 points).




0-2 SQUAT GUARD SQUADS

Squat champion profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	3	5	4	4	4	1	3	1	9	7	9	9

Basic Equipment (all models): Flak Armour with additional Mesh Armour and Knife.

- 7 Troopers with Bolt Guns, Frag and Crack Grenades.
- 1 Trooper with Flamer, Frag and Crack Grenades.
- 1 Trooper with Missile Launcher, Frag and Crack Missiles.
- 1 Sergeant with Mesh Armour, Communicator, Hand Flamer, Power Glove, Frag, Crack and Blind Grenades.



PV: 200/Squad



SUPPORT

POINTS RANGE: 0 - 1000 Points

60% chance of *exotic equipment*; roll on the chart below.

D100 Roll	Equipment Available	Points Value
01-15	D10 Bombots.	5 each.
16-30	D6 Neuro-disruptors.	5 each.
31-45	10 Shuriken Catapults.*	100 points.
46-60	2D10 Plasma Grenades.	1 each.
61-80	D6 Psyk-out Grenades.	10 each.
81-00	D4 Vortex Grenades.	25 each.

* These items replace the main weapon of a whole squad.

VEHICLES AND DREADNOUGHTS

Vehicle points totals do not include crew models. Crews can be allocated from the Characters and Squads sections of the list if required. Marine Characters are the most likely to be mounted on the Bikes, priority being given to the Chaplains if they are included in the army.



0-5 VINCENT BLACK SHADOW BIKES

Imperial Configuration: .001 (Attack)

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
32	16				1/2	1	5	1	5	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.

PV: 87 each



0-4 BLACK SHADOW COMBINATION

Vincent Black Shadow with sidecar

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
24	12				1	2	5	2	5	3	4

Equipment: Auto-drive, Auto-aim (twin Bolt guns), Targeter (Multi-melta).

Weapons: Twin Bolt guns (fire at same target), Multi-melta.

PV: 169 each





0-5 MK14 BULLOCK JET-CYCLES

Imperial Configuration: .001 (Attack)

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
30	10	300	10	30	1/3	1	4	1	6	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.

PV: 109½ each



0-3 IMPERIAL LAND SPEEDERS

Standard profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	8				1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters(2).

Weapons: Swivel mounted Multi-melta (360° traverse) and fixed firing Melta Gun.

PV: 212 each



There is a fate reserved for those who betray the Emperor's trust. It is not death. It is not life. What is it when flesh and mind are taken into the body of the organism of the Emperor's palace? What do you call it when organs are absorbed slowly into the flesh that feeds the Emperor? Is there a mind that suffers for eons as the Emperor suffers, or does the personality fade and melt as the organs that contain it dissolve into nothing?





0-1 HELLFIRE LAND RAIDER

Land Raider Tank variant

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	7				1	10	8	30	5,6	3	5

Equipment: Auto-Drive, Targeters (2).

Weapons: Las-Cannon (2), Bolt gun.

PV: 429 each



0-2 GRAV-ATTACKS (Hoverers)

Imperial Grav-attack: Standard Profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	6				1	5	7	22	5,6	4	4

Equipment: Auto-drive, Auto-aim, Targeter, Energy Scanner.

Weapons: Multi-Laser (turret mounted), 2 Bolt Guns (fixed mount, forward firing, same target).

PV: 248 each



0-3 RAPIERS

Gun-Carrier (Multi-Laser)

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	6				1/2	2	8	15	6	2	2

Equipment: Auto-Drive, Targeter.

Weapons: Fixed mount Multi-Laser.

PV: 187 each



0-2 IMPERIAL DREADNOUGHTS

Imperial Battle Armour (Anti-Personnel)

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	6	6	6	6	6	6	3	8	8	8	8

Saving Throw: 3,4,5 or 6.

Tech. Level: 8.

Weapons: 4 Bolt guns (mounted in pairs on each arm).

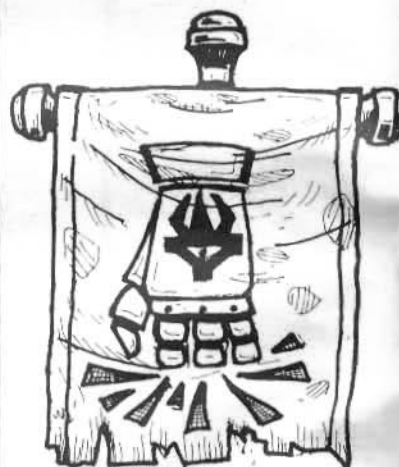
Equipment: Targeters (2), Communicator, Bio-Scanner.

PV: 268 each



You gaze at the mountain, Children of Terra, you see its snow-capped peak and the clouds upon its slopes. You dream of reaching that pinnacle and drinking the cold waters. But who dreams of the road that ascends the mountain side? The road to the peak is hard and murderous. It has broken countless Children of Terra upon its rocks. Their splintered bones lie scattered upon it, paving the way to the mountain top. At every step you will hear the bones crumbling underfoot, and maybe you shall hear the wind-blown voices of the dead - guiding you forward or leading you to your doom. Yes, my children, the way to the mountain is cruel and unforgiving. And of those who struggle their long lives, spending their energy and vigour in the climb, who then can taste the melt-water of the summit and say, "Yes... yes it was worthwhile?"

Parables



Rogue Trader Valerius' Dreadnought Back Banner

Optional Dreadnought Upgrades

Replace Bio-scanner with 1" radius Powerfield generator. This gives the suit a T of 10 until it first suffers a wounding hit which has no effect other than to destroy the powerfield.

Additional Points Cost: 5 per suit.

CRANGOR'S BUCCANEERS. CLAW NEBULA PIRATES (c.983-988.M41)

Crangor's Buccaneers are a typical group of semi-military hooligans operating from the notorious Claw Nebula, a large area in the Third Quadrant with a very high concentration of interstellar dust and asteroid belts.

The Nebula is not hazardous of itself, but since the systems within the Claw Nebula are "border" types, where the full weight of Imperial influence is not often felt, it is the perfect breeding-ground for rebellion and other criminal activity. The Imperium is in an almost permanent state of war with various Claw Nebula factions, including a string of minor Pirate nations. In the last millennium, the Ork Warlords of Mordred made

a concerted but ultimately unsuccessful effort to subjugate the Claw Nebula, leaving behind them the legacy of numerous scattered Ork colonies. These have largely forgotten their past masters, and are now content to fight each other or to hire out as mercenaries. Other alien mercenaries are also common in the Claw. Crangor, the Pirate Captain, makes use of a large contingent of Eldar, themselves renegades from some unexplained Eldar war.

Crangor has a reasonably wide range of troops and equipment at his disposal. This is partly luck, and partly because he has managed to extract an oath of fealty from a Squat Clan leader of the

Kalak-Azum system. This has provided him with access to a range of contraband Imperial equipment and a sizeable contingent of Squat warriors. The Clan leader's third son is now Crangor's Bosun and the Squats are unwaveringly loyal to both him and Crangor, even to the point of fighting alongside Eldar.

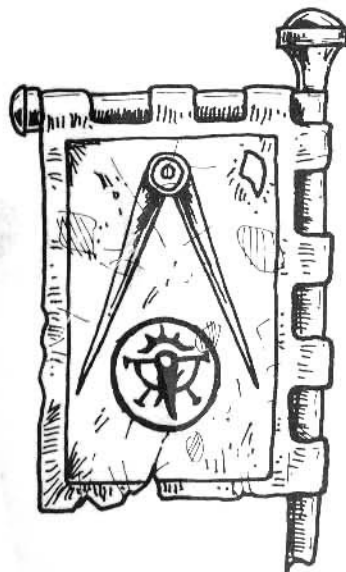
Thus far, the Buccaneers have had only minor clashes with the Imperium, but their influence within the Claw is spreading quickly. It will not be long before the Administratum decide that the group is too strong and take some action. Until then, Crangor is happy to continue his battles for total dominance of the Claw.

CHARACTERS

POINTS RANGE: 400 - 800 Points



Captain's Back Banner.



First Mate's Back Banner.



0-1 HUMAN CAPTAIN

Human Major Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Conversion Field, Flak Armour, Respirator, Communicator, Infra-vision Visor, Bio-Scanner, Energy Scanner.

Weapons: Knife, Power Glove, Bolt pistol, Plasma gun, Jokaero Digital Flamer.

Psychic Abilities: Mastery: 4; Psi-Level: 40

Level 1: Choose 3 abilities.

Level 2: Choose 3 abilities.

Level 3: Choose 3 abilities.

Level 4: Choose 3 abilities.



PV: 476



1 HUMAN FIRST-MATE

Human Major Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	6	6	4	4	3	6	3	9	9	9	9

Equipment: Refractor Field, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts, Bionic Legs.

Weapons: Knife, Bolt gun, Bionic Arm (built in Hand Flamer).



PV: 152



0-1 SQUAT BOSUN

Squat Minor Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	3	6	5	4	5	2	4	2	10	8	10	10

Equipment: Refractor Field, Mesh armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Contacts, Energy Scanner.

Weapons: Sword, Bolt pistol, Plasma gun, Power Glove.



PV: 95

86



0-2 HUMAN MIDSHIPMAN

Human Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	5	4	4	2	5	2	8	8	8	8

Equipment: Refractor Field, Mesh armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Visor.

Weapons: Sword, Bolt pistol, Plasma gun, Plasma Pistol.



PV: 52 each



1-3 HUMAN ENSIGNS

Human Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	7	7	7	7

Equipment: Mesh Armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Visor.

Weapons: Knife, Bolt pistol, Bolt gun, Chainsword, Flamer.



PV: 17 each



1-3 SQUAT ENSIGNS

Squat Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	3	5	4	4	4	1	3	1	9	7	9	9

Equipment: Mesh Armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Visor.

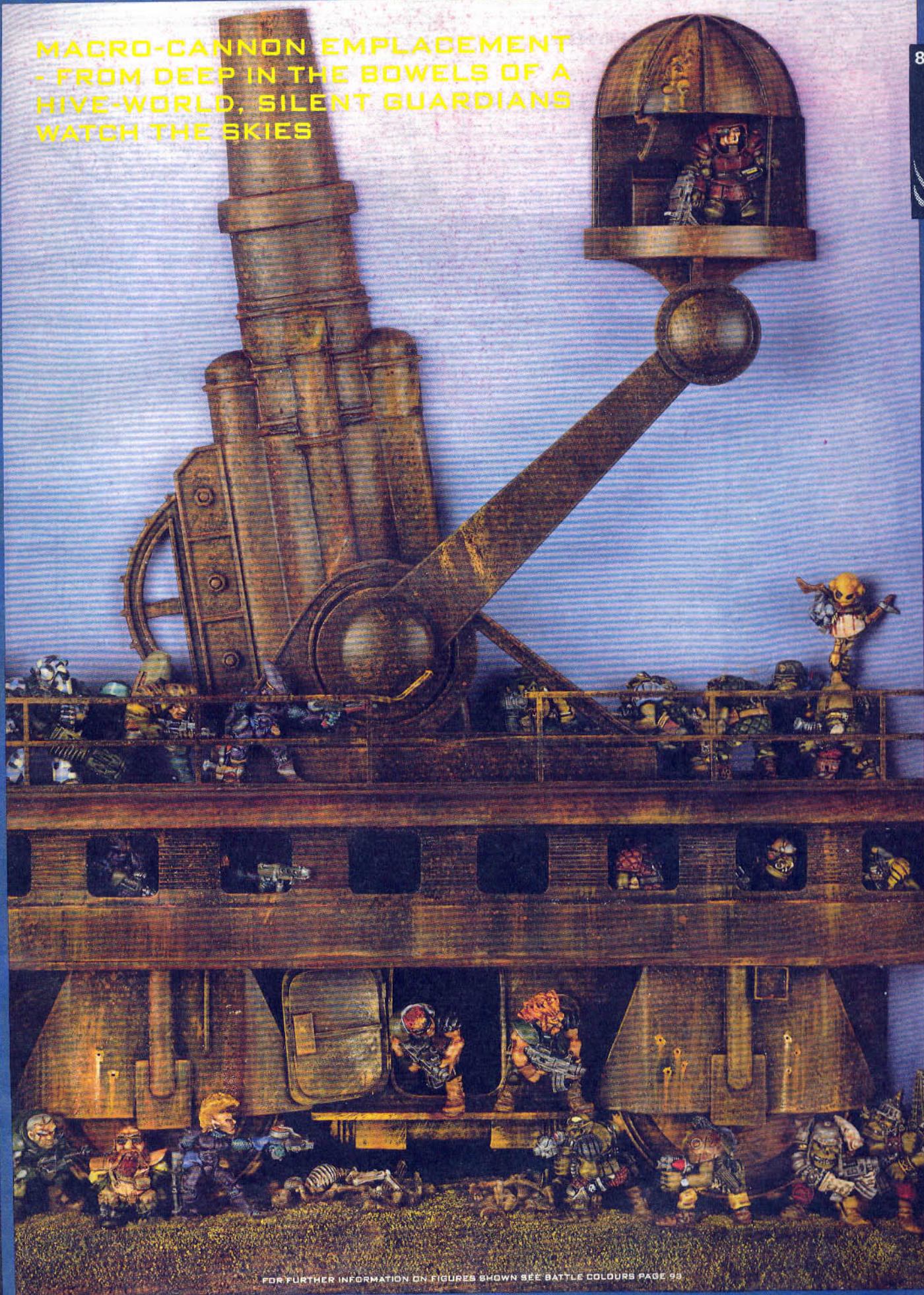
Weapons: Knife, Bolt pistol, Bolt gun, Chainsword, Flamer.



PV: 19 each



MACRO-CANNON EMPLACEMENT
- FROM DEEP IN THE BOWELS OF A
HIVE-WORLD, SILENT GUARDIANS
WATCH THE SKIES



FOR FURTHER INFORMATION ON FIGURES SHOWN SEE BATTLE COLOURS PAGE 93



0-2 PSYKERS

Human Champion

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	4	4	4	3	1	4	1	7	7	7	7

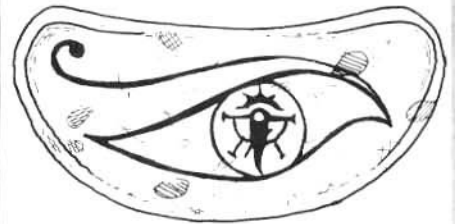
Equipment: Mesh Armour, Flak Armour, Communicator, Infra-vision Visor, Photochromatic Visor.

Weapons: Knife, Bolt pistol, Lasgun.

Psychic Abilities: *Mastery*: 2; *Psi-Level*: 20 - *Level 2*: Choose 3 abilities.
Level 1: Choose 3 abilities.



PV: 98 each



Shoulder Badge - Buccaneer Psyker.



0-1 ELDAR IMPRESSOR

Eldar Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	7	7	4	4	3	9	3	10	10	10	10

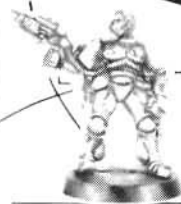
Equipment: Powered Armour, Respirator, Photochromatic Visor, Communicator, Energy Scanner, Bio-Scanner, Auto-senses.

Weapons: Force Sword, Bolt pistol, Plasma pistol, Shuriken Catapult, Hand Flamer.

Psychic Abilities: *Mastery Level*: 3; *Psi-Level*: 30 - *Level 2*: Choose 4 abilities.
Level 1: Choose 4 abilities. - *Level 3*: Choose 1 abilities.



PV: 340



0-1 ELDAR VOID-DREAMER

Eldar Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	8	2	9	10	10	9

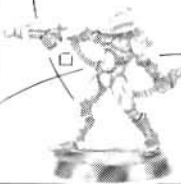
Equipment: Powered Armour, Photochromatic Visor, Communicator, Respirator, Auto-senses.

Weapons: Power Sword, Bolt pistol, Laspistol, Shuriken Catapult.

Psychic Abilities: *Mastery Level*: 2; *Psi-Level*: 20 - *Level 2*: Choose 3 abilities.
Level 1: Choose 3 abilities.



PV: 175



1-2 ELDAR EXIGATORS

Eldar Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	8	2	9	10	10	9

Equipment: Powered Armour, Photochromatic Visor, Communicator, Respirator, Auto-senses, Energy Scanner, Bio-Scanner, Flight pack.

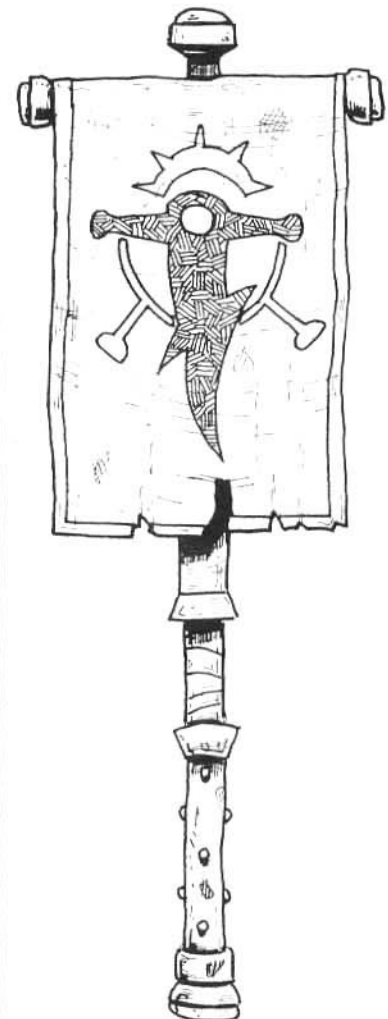
Weapons: Power Glove, Shuriken Pistol, Shuriken Catapult.



PV: 115 each



MERCENARY CHARACTERS.



Eldar Mercenary Company
Battle Banner.



Eldar Mercenary
Helmet Emblem.

SQUADS

POINTS RANGE: 800 - 1700 Points

OPTIONAL BORDERER SQUAD UPGRADES

1. Convert up to 2 Borderer Squads to Recce Squads by addition of Power Boards (1 per squad member).

Additional Points Cost: 30 per squad.

2. Convert up to 1 Borderer Squad to Hellblazer Squad by mounting Squad on 5 Vincent Black Shadow bikes (5 squad members riding pillion). Use Imperial Config. 001.

Additional Points Cost: 435 per squad.

VINCENT BLACK SHADOW

Imperial Configuration: .001 (Attack)

LAND		AIR		TRR
Max	Acc/Dec	Max	Min	
32	16			1/2

Cp	T	D	Sv	Eq	W
1	5	1	5	2	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.



OPTIONAL OUTLANDER SQUAD UPGRADES

1. Convert up to 2 Outlander Squads to Close Assault Squads by addition of Chainswords (1 to each Trooper) and Plasma pistol (1 to Squad Leader).

Additional Points Cost: 18 per squad

2. Convert up to 2 Outlander Squads to Recce Squads by addition of Power Boards (1 to each model in Squad).

Additional Points Cost: 30 per squad



1-2 ELДАР PROTECTORS

Eldar Champion

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	7	1	8	9	9	8

Equipment: Mesh Armour, Refractor Field, Photochromatic Visor, Communicator, Respirator, Flight pack.

Weapons: Sword, Bolt pistol, Lasipistol, Shuriken Catapult.



PV: 35 each



1-4 BORDERER SQUADS

Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	3	3	3	3	1	3	1	7	7	7	7

Basic Equipment (all models): Flak Armour, Communicator, Respirator, Photochromatic Visor, Sword, Frag Grenades.

4 Troopers with Lasgun and Lasipistol.

4 Troopers with 2 Lasipistols.

1 Trooper with Lasipistol and Heavy Stub Gun with Targeter and 2 Suspensors.

1 Squad Leader with Bolt pistol, Lasipistol, Hand Flamer and Chainsword.



PV: 117/ squad



0-2 OUTLANDER SQUADS

Standard Humans

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	3	3	3	3	1	3	1	7	7	7	7

Basic Equipment (all models): Flak Armour, Mesh Armour, Knife, Frag and Crack Grenades.

4 Troopers with Auto-gun and Bolt Pistol.

4 Troopers with Bolt Gun and Bolt Pistol.

1 Trooper with Heavy Bolter with Targeter and 3 Suspensors and Bolt Pistol.

1 Squad Leader with Bolt Pistol, Chainsword and Flamer plus Communicator and Bio-Scanner.



PV: 154/squad



1-4 OUTLANDER SQUADS

Standard Squats

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	3	4	3	3	4	1	2	1	9	7	9	9

Basic Equipment (all models): Flak Armour, Mesh Armour, Knife, Frag and Crack Grenades.

4 Troopers with Auto-guns and Bolt Pistols.

4 Troopers with Bolt Guns and Bolt Pistols.

1 Trooper with Heavy Bolter with Targeter and 3 Suspensors and Bolt Pistol.

1 Squad Leader with Bolt Pistol, Chainsword and Flamer plus Communicator and 1 Bio-Scanner.



PV: 179/squad

MERCENARY SQUADS

OPTIONAL LIGHTNING SQUAD UPGRADE

1. Convert up to 4 Eldar Lightning Squads to Maelstrom Squads by addition of Flight packs (1 per squad member).

Additional Points Cost: 20 per squad

LIGHTNING SQUADS

Additional Equipment (may be used by any squad member, but must be paid for at appropriate points cost): 1 Bio Scanner (5 points), 1 Energy Scanner (5 points) and 1 Rad-counter (3 points).

THUNDER SQUADS

Additional Equipment (may be used by any squad member, but must be paid for at appropriate points cost): 1 Energy Scanner (5 points), 1 Bio-Scanner (5 points), 1 Rad Counter (3 points), 2 Targeters (5 points) and 4 Suspensors (2 points each).

SUPPORT

POINTS RANGE: 0 - 800 Points

50% chance of exotic equipment; roll on the chart below.

D100 Roll	Equipment Available	Points Value
01-10	Conversion Beamer	50
11-20	Las-cutter	35
21-30	Phase Field Generator	50
31-40	D2x10 Powered Armour*	6 each
41-50	D10 Bombots	5 each
51-60	D6 Neuro-disruptors	5 each
61-70	10 Shuriken Catapults*	100



2-4 LIGHTNING SQUADS

Standard Eldar

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	3	3	1	6	1	8	9	9	8

Basic Equipment (all models): Mesh Armour, Refractor Field, Knife, Laspistol, Photochromatic Visor, Communicator and Respirator.

3 Warriors with Shuriken Catapults.

1 Warrior with Flamer.

1 Leader with Hand Flamer, Power Sword, Smoke Grenades and Shuriken Catapult.



PV: 127 each



0-2 THUNDER SQUADS

Standard Eldar

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	3	3	1	6	1	8	9	9	8

Basic Equipment (all models): Mesh Armour, Refractor Field, Knife, Laspistol, Photochromatic Visor, Communicator and Respirator.

2 Warriors with Shuriken Catapult and Frag Grenades.

1 Warrior with Melta-gun and Frag Grenades.

1 Warrior with Missile Launcher (Frag, Crack Missiles) and Laspistol.

1 Leader with Shuriken Pistol, Power Glove and Plasma Pistol.



PV: 181 each



0-4 BLACK SHADOW COMBINATION

Vincent Black Shadow with sidecar

LAND		AIR		Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min								
24	12				1	2	5	2	5,6	3	4

Equipment: Auto-drive, Auto-aim (twin Bolt guns), Targeter (Multi-melta).

Weapons: Twin Bolt guns (fire at same target), Multi-melta.

PV: 169 each





IMPERIAL COMMANDER
MARNEUS CALGAR
LORD MACRABGE



0-2 IMPERIAL LAND SPEEDERS

Imperial Speeder: standard profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	8				1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters (2).

Weapons: Swivel mounted Multi-Melta and Melta-gun (both with 360° traverse).

PV: 212 each



0-1 HELLFIRE LAND RAIDER

Land Raider Tank variant

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	7				1	10	8	30	5,6	3	5

Equipment: Auto-Drive, Targeters (2).

Weapons: Las-Cannon (2), Bolt gun.

PV: 429



0-2 ELДАР DREADNOUGHTS

Standard profile

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	10	6	8	6	8	4	8	3	8	9	9	8

Saving Throw: 3, 4, 5 or 6.

Tech. Level: 8.

Pilot: Eldar Trooper.

Weapons: 2 Shuriken Catapults (twin mounted), Multi-Laser.

Equipment: Communicator, Targeters (2), Powerfield Generator (1" radius)

PV: 255 each



0-1 ELДАР GRAV-ATTACK VEHICLE

Standard profile

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	6				1	5	7	22	5,6	4	4

Equipment: Auto-Drive, Auto-Aim, Targeter, Energy Scanner.

Weapons: Multi-Laser (turret mounted), 2 Shuriken Catapults (fixed mount, forward-firing, same target).

PV: 264

71-80	D10 Plasma Grenades	1 each
81-90	D6 Psyk-out Grenades	10 each
91-00	D4 Vortex Grenades	25 each

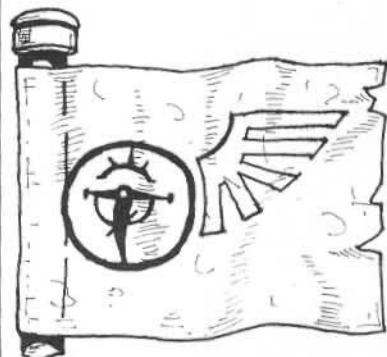
* These items are squad upgrades. In the case of armour, D2x10 means that 1-2 whole squads may be equipped with powered armour instead of the normal armour type listed above. In the case of Shuriken Catapults, one squad may be armed with Shuriken Catapults instead of the main weapon listed above.

VEHICLES AND DREADNOUGHTS

Vehicle points totals do not include crew models. Crews can be allocated from the Characters and Squads sections of the list if required. The Buccaneers would tend to place Ensigns (or, in the case of Eldar, Protectors) in command of vehicles.



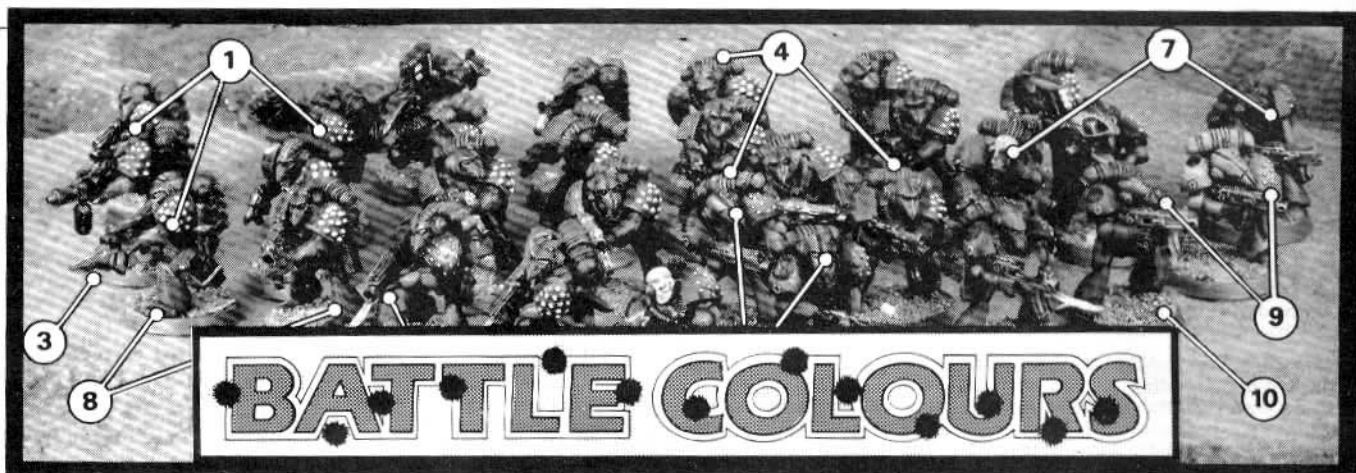
Buccaneer's Speeder Standard.



Buccaneer's Dreadnought Standard.



Buccaneer's Grav-Attack Standard.



Imperial Record:	CA 01/001 E
Cross file to:	Subversion and Illiteracy AR
Planetary ref:	Obsession and Insanity MMI
Input ref:	Mapparl-le H3 Notz system
Input dated:	Adeptus Mechanicus Archives
	SM 439 Team 44/923
	9355987.M2

Thought for the day
To master the art is no more satisfactory
than the impetus itself

As any student of the art of war will know, it is only by experimentation that understanding of technique is achieved. Just as by simulating conflicts, you may experiment with tactics to achieve your goals, this is a guide to experimenting with the creation of authentic machines and creatures in all their miniature glory.

It has cost the lives of many agents to bring you this information. Take heed.

HISTORY OF JONJON BLANCHISAN

The many monastery fortresses of the Legiones Astartes all have maintenance facilities that allow the creation of new armour camouflage schemes and insignia designs. These are controlled by SID robots and operate automatically. Reprogramming is only required for occasional standard uniform updates. Often, those who have failed the Marines' initiation process stay on at the fortress (assuming they remain mentally and physically intact) to become artisans and administrators working in just such fields.

One such artisan, who became the Emperor's personal advisor on the matter of camouflage and uniform design, was Jonjon Blanchisan. After beginning life in a run down part of the outpost planet Stieu - Dido's only city, he tried to join the Legiones Astartes. He was eventually dismissed from active service after writing off an entire consignment of Mk 14 Bullock jet-bikes in a training exercise, and was sent to the workshops. There it was found that the reckless Jonjon displayed considerable talents, though he spent too much time polishing the chrome to be efficient. Finally, he was sent to program SID robots. The results of this work are now spread across the length and breadth of human space.

Blanchisan emphasised the need for personalised iconography on all forms of armour and equipment. Not only did this allow Marines to identify individuals if their

communicators were shot out or jammed, but it helped each Marine achieve a sense of identity and purpose within his squad without compromising the strict, hierarchical regime necessary for the efficient functioning of a chapter. On normal armour, this might take the form of a slogan written on a shoulder pad. As long as standard unit insignia was not obscured, there should be no restriction on what could be portrayed, he argued.

This concept was carried across to Marines who used dreadnought armour. The extra surface area these vehicles offer has been utilised by Marines in ever more dramatic embellishments. Sometimes, slogans and other markings are designed so that an entire squad of dreadnoughts is required to see them in full. Indeed, during the first battle of Kearbea, a squad of dreadnought troops was painted up so that, when it advanced in a line ahead of the Marines, the chapter's battle hymn could be read across their radiator grilles!

This has been known to lead to inter-chapter rivalry and snobbery. Even within the ranks of a chapter, senior troopers have often ridiculed the lengths to which the more inexperienced troopers go to embellish their uniforms. Sometimes, exquisitely detailed scrolls containing Imperial proverbs or even portraits of the Emperor himself have been painted onto a uniform one week, only to be vapourised in battle the next.

More experienced warriors usually pour scorn on such unnecessary flashiness. They tend to prefer simple, battle-worn suits with perhaps a single poignant slogan to do justice to their consideration for other life forms. 'Kil Kil Kil,' is popular among many xenophobes (though there are those who feel it's now overused, relegating it to the level of furry dice).

But parade ground armour inevitably loses its layers of laquer and paint. Not only does it become battle-worn and weathered, but it is also subjected to the changing tastes of the trooper wearing it, as he becomes a different being, scarred by the horrors of conflict and moulded by the chemical and hypnotic treatment administered by members of the Apothecarion.

As a chapter extends its field of operations, so Marines may have to fight in new and alien environments. Jungles, ice flows, desert wildernesses all impose their own requirements on uniform and camouflage designs. Some of Jonjon's own notes are used below to elaborate on this matter.

The standard painting techniques described in our parent column in *White Dwarf* are also used here. Figures are cleaned, assembled, converted or altered if desired, and undercoated. Base colours are followed by washes which shade the miniature, and drybrushes to add extra depth. Finally, the figure is detailed and weathered. Let's start from the beginning.

And the beginning means it's make yer mind up time! This is particularly true of plastic Space Marines where the potential for individuality

is unsurpassed. Decide what, if any, conversions you are going to make. Try to imagine what you want from the overall feel of the unit. Will they be firing, standing in ranks or advancing across hostile terrain? I prefer to see a unit advancing, guns at waist level. Not only do the individual figures appear to come alive at this point, but the whole unit seems to generate an illusion of movement once it's placed on the tabletop battlefield.

So, dealing with plastics first, take the sprue containing the various parts and wash it in a mild detergent. This removes mould lubricant that would otherwise prohibit the paint from sticking to the model. Once you've done this, and allowed it to dry, remove the parts from the sprue with a modelling knife and scalpel. You can now experiment with equipment and poses by sticking models together with blu-tak or some other temporary adhesive. This will give you a good idea of what's possible in terms of animation. Before you assemble the figure for real, make sure each component has been cleaned of flash, mould lines and bits of sprue.

The best cement to use in assembly is liquid polystyrene. This welds rather than glues components together, forming a strong bond that will resist the pressure of the brush when it comes to painting the figure later. Apply the glue (in modest amounts) to both components and leave the whole thing to dry. It doesn't take too long for cement of this kind to dry properly. You're then ready to undercoat.

If you're preparing metal Marines, the flash and mould lines need to be removed from the model using whatever tools you feel are necessary. Most people use a combination of scalpel and files for this purpose. If a model has tiny strands of metal protruding from it, it's not because it was badly cast, on the contrary, Citadel figures are finely detailed. The strands appear because the mould maker must cut 'vent' lines into the mould. These allow the liquid metal to reach every part of the mould because air is allowed to escape through the vent lines themselves. Otherwise, bubbles would obliterate the detail. However, this does mean that some metal tends to travel up the vent lines as well, hence the strands you sometimes find on a finished model. Cut them off, smooth down the mould lines and you're ready to go.

In all cases make sure you use a new, sharp blade - and be careful. Jokaero digital digits are impossible to come by in this millennium.

Whether your miniatures are plastic or metal, the following painting guide applies. With a little patience and practice you should find yourself achieving respectable results even if you're a complete novice. The best brushes to use are sable (sizes 0-1 will be fine). Don't dip them straight into the paint pot - make yourself some kind of palette (even the tops of other paint pots will do), and for the best results paint in good daylight.

Undercoating the figure is the first step. A thin white coat that covers (but does not obscure) detail is best for this. Apply it all over the figure and leave it to dry. If you paint over the

undercoat while it's still wet, the figure will be ruined.

The next step is to paint each area with the basic colour required. If you're painting a Space Marine, you'll probably use one such base coat for the figure and one for the marine's weapon. On the other hand, if you're painting an ork, for example, there may be several base coats: one for the face, one for each item of clothing and equipment, and so on. Don't get pre-occupied with tiny details at this stage, just make sure that major areas are completely covered.

Now you can start adding depth to the model. The first step is shading the recessed areas. The easiest way to do this is by diluting a deeper shade of the base coat with water (assuming you're using acrylics). For instance, if your marines' power armour is painted bright red, use dark red for the wash. The mix should be considerably thinner than normal but by how much is a matter of taste. It's better to have a mix that's too thin. That way, if you don't like the result, it can be repainted without loss of

detail. Experiment until you're happy. Apply the wash all over the base coat. The paint will settle in recessed areas (but it shouldn't be allowed to dry in puddles), shading them in the process. Incidentally, diluted coloured inks often provide a more satisfactory result than paint.

If you must mix paints to get deeper or brighter tones, try to avoid using black or white in the mix. Reds can be deepened with blue and purple, for example, or brightened with orange and yellow. Altering the pigment with black or white will only make the figure look dirty and crude.

When the figure is dry, you may proceed to the next step. Just as you have shaded the recessed areas, it is now time to highlight the raised areas. For this, it's better to use an old brush (perhaps one saved just for this purpose). *Drybrushing* quickly destroys a good brush, so it doesn't matter if the one you use is a little worse for wear. Mix some paint to achieve a lighter shade of the base coat and load the brush. Now wipe

most of the pigment off the brush with tissue paper. If you draw the brush lightly over the required area, the tiny amount of paint remaining will adhere to the raised areas of the model, making them stand out.

Exaggerating the detail with washing and drybrushing is the key to making a figure stand out. You can try using several washes, each deeper than the last, and several gradually brighter drybrush coats (applying them more delicately each time). Again, experimentation will bring results.

If you want your marine to have muddy feet, drybrush brown over his boots. If his armour is old and battle damaged, a light drybrush of metallic paint can make it look as if the suit has had paint scraped off it. Have fun but try not to over-do it. Boasting about the number of coats you can apply to a figure won't convince anybody you're good if the figure itself looks messy.

Now you can paint in the detail. You need a steady hand and a good, fine brush. Ultimately,



PAINTED BY DAVE ANDREWS



ULTRAMARINE MEDIC - MIKE MCVY



MARINE FIELD POLICE - MIKE MCVY



PAINTED BY DAVE ANDREWS



PAINTED BY PAUL BENSON



ELDMAR - PAUL BENSON



ELDMAR - PAUL BENSON



PAINTED BY MIKE MCVY



PAINTED BY MIKE MCVY



PAINTED BY PAUL BENSON



ELDMAR - PAUL BENSON



you can treat detail in the same manner as the rest of the figure but be careful not to splash paint onto finished areas. This stage is tricky but don't worry, you will improve with each model you paint.

Now it's time to emphasise different areas of the figure. Using dark grey or dark brown, thinned and applied to the tip of the brush, outline each area with a thin but opaque line. The line between a helmet and the face, cuffs, backpacks and belts are all good areas to outline. Finally, there may be extra detail to add; eyes (and pupils!), lips and insignia etc. Eyes are spotted with white and a dot of black suffices for the pupil. Adding a thin black line to the top of the eye prevents the figure from looking 'pop-eyed'. Lips should be painted with a darker shade of the face colour. Try not to make this colour too extreme or your heroic figure will look as though he's wearing lipstick. Insignia can be added to armour and this is a matter of taste. If you doubt your ability to paint really fine detail, keep it simple.

To decorate the base, get yourself an old cocktail

stick or brush and some PVA woodworking glue. Work the glue into the base with the stick of brush, being careful not to get any on the figure's feet. Sprinkle sand over the base and leave to dry. The base can now be painted green with a drybrush coat for added effect. You may like to outline the base of the feet with a darker wash for the finishing touch.

You probably can't wait to get the model onto the battlefield now. Fair enough. But those battles will really take their toll on your models. All that handling (and your hands can become very sweaty when the going gets rough) wears down the coats of paint. To avoid wear and tear, it's a good idea to varnish the model. Matt varnish preserves the original look of the figure without adding shine, but a thin coat of gloss varnish provides better protection. It's a matter of taste. Perhaps the best compromise is to apply a coat of gloss varnish first and then a thin coat of matt over the top.

Now you're ready for combat!

Jonjon Blanchisan

++ EXTRACT FROM INQUISITION INTERVIEW WITH TERRAN PAUL BENSON ++

Identity established: Benson, Paul (34)
Origin: Hedon, Nr Hull (Earth)
Known Perversions: Keeps reptiles and fish
Crime: Revealing technical details of Dreadnought Armour (standard issue)

++ EXTRACT BEGINS -

Specimen: Aaaaargh! No, no more!

Inquisitor: Benson Paul, what is your interest in all of this?

Specimen: Look, I made and painted a lot of aircraft kits (cross file to Etymology Archives for verification) when I was younger. I've been working on Citadel miniatures for about three years since I came across them by chance and thought, 'Oh, they look quite dinky.' Aargh! Please don't use the probe again...

Inquisitor: We will be the judge of what is necessary, Benson Paul. Lean forward please. We will use a word now. When we do so, we will watch your response closely.

Enamel!

Specimen: Yes, yes - okay, I used them for a while. It was at one of the old Citadel open days when my life changed. I met this, this mutant! I didn't know him for what he was then. Blanche, his name was Blanche.

Inquisitor: We know this mutant. We will examine you for contamination later. Please continue.

Specimen: Since then, I've only used acrylics and inks. I found it difficult to believe you could get such good results with them at first. Now I know what's possible with them -

Inquisitor: Most definitely contaminated. Have the prisoner sent for sterilisation later. Benson Paul, elaborate on your Ritual of Preparations.

Specimen: What?! Oh, well it consists of a standard clean-up followed by a spray white undercoat. Ungh, urgh. Can I straighten up yet?

Inquisitor: We ask the questions! How did you obtain such accurate information on the external details of dreadnoughts. Have you ever been a forward observer? Have you ever been to Rynn's world? Did you ever serve with the Adeptus Mechanicus?

Specimen: Wait a moment. Look, I guessed everything. The yellow one for instance. The base coat was a standard yellow. I drybrushed it up in gradual shades with final highlighting in white. The oily look was obtained with



ELDAR-PAUL BENSON



ELDAR-PAUL BENSON



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a wash of burnt sienna. Hatch edges and joints were touched up with brown. The heavy oily gunge was achieved by - well, I know this is going to sound strange but - well, I used a wash mixture of blue, dark brown, green and black ink. AAAAAAAAAAAAAAargh! No, it's true. It's true... Please believe me.

Inquisitor: Ah, but we do. However, you're not telling us everything are you?

Specimen: Huh? Oh, y-yes, yes. Okay, some of the details were added from my spares box: Mainly 1/35th scale WWII German weaponry and miscellaneous equipment. Heh, you couldn't easily distinguish them once the job was done.

Inquisitor: You are indeed a master of deceit, Benson Paul. You will be sentenced later. This process, was it extended to the other dreadnought?

Specimen: Of course it was. Look, I thought I was onto a good thing. I didn't know these were military secrets I was dealing with. The other dreadnought, the dark blue one, was given a base coat and then washed with brown and orange to get a muddy, rusty effect.

Inquisitor: You were certainly out of your depth. Tell us of the markings.

Specimen: Ha. They - ungh - they were the easiest. I relied on my old military modelling training. They mean nothing. But if you look at aircraft books and see all the markings that used to be painted on to ancient fighter aircraft, F14s and such, I just copied the gist. Arrows pointing to exhausts as danger markers, serial numbers and so on. Some of them are upside down to imply that the joint is traversing its arc. Some of these are painted. Others are decals. You can buy sheets of these from model stores on Earth.

Inquisitor: Benson Paul, when holograms of your dreadnoughts came into our hands, we believed them to be some kind of rogue unit for several days before the computer's IFF system finally... never mind. This is your last chance. Do you want to tell us anything more?

Specimen: Your IFF system probably crashed because I paid attention to detail. Look at the pipes and cables on the dreadnoughts. They're painted differently to make the whole thing look a little more authentic. The bases look convincing as well, like something off Macragge. I used temporary bases while I painted the models themselves, adding them to the real ones later. These bases weren't Milliputed, I used Coral Sand instead.

Inquisitor: Coral Sand? Elaborate.

Specimen: It's the stuff used in marine tanks.

Inquisitor: Are you aware of Land Raider armour construction?

Specimen: No, no. Not Marine tanks. I'm talking about fishes here.

Inquisitor: Ah, the perversion.

Specimen: Yes. It gives a good cracked earth feel to it once it's dried. It's painted dark brown and given brown and red washes. Anyway, the base is given a Milliput foundation, and this stuff is added. I make

an impression with the model and then araldite it into position. I used the same technique for the Marines and the Eldar bases. Sometimes I just make bases for practice. It pays off.

Inquisitor: It won't when we've removed each nerve from your fingers! Tell us what you know about Eldar while you still can.

Specimen: Ehem. Well I used very solid colour schemes, strong lines to accentuate their height and posture. They all have warpaint and hair dye. I mean, you could let your imagination run wild with them -

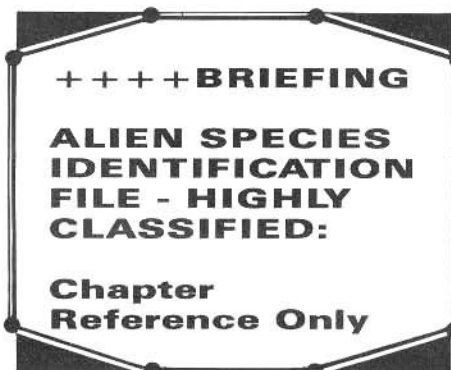
Inquisitor: That's enough! Never mention imagination again. What about the conversion to the Marine's armour?

Specimen: That - that was er, subversive use of household items. I confess to clipping tacks and adding them to areas of armour to create a 'hedgehog' look. The model had to be drilled to receive the spikes. Look, couldn't you just re-organise my mind? I don't want to be a deviant. I can't help myself. I see a new model and my imag -

KABOOOOOM!!!!!!!!!!

EXTRACT

ENDS++++++
+++++



ORKS

A particularly troublesome group, the Orks of the Plasmatic Rage are suspected of several raids conducted against un-manned dumps and communications stations on the fringes of Orkoid space. They may be identified as follows:

Some of them use powered armour in case there is any unexpected resistance to overcome. The base colour is a combination of black and red (human spectrum). Highlights are achieved by adding more red to the mix and lightly drybrushing. Finally, the Inquisition has found strong evidence of orange being added to this mix to obtain that very top layer.

Black ink lining is added to cracks and joints and blended outwards with a damp brush. Mutants sometimes hold two brushes at once for this purpose. They may be identified by constant complaints of hand cramp. Note that the Orks' tubing, elbows, knees, etc, are coloured black before being subjected to a grey-white drybrush.

Beware the group's champion, Gogbog Frangmouth. His clothing and shoulder pad received the same treatment as the power

armour described above, with the exception that an extra red ink wash was added. Weapons and equipment began with a black base coat to which progressively lighter shades of blue-grey drybrushing mix were added. Cleverer than they look, these Orks.

The colour of Ork flesh is hideous to sane human eyes. The lowest layer of the epidermis is typified by a Goblin Green pigmentation. A wash of green ink lies above this. The skin is then highlighted with lighter shades of green (achieved by mixing Goblin Green with Bilious Green and white). Black is blended into all recesses in the manner outlined above. Note that the eyes of these creatures are red, and their teeth (which are in terrible condition due to the non-existence of dental care outside the Imperium) are coloured off-white.

SQUATS

It is useful to examine current trends in Squat uniform design. It seems that they have been influenced by late second millenium trends.

Observe the green, for instance. A mix of both Goblin and Woodland Green with a proportion of black provides the base coat. Add white to the mix for highlights and shade with green and black ink.

Brown colouring works best when a base coat of Bestial Brown is highlighted with Bestial Brown and white. The result may then be shaded with a mixture of Bestial Brown and orange.

Unfortunately, it has come to our attention that the same subversive techniques for painting Ork weaponry are applied here. Is this some new, unholy alliance?

The most difficult area for an initiate to master is camouflage. The Squats illustrated here had a pattern made up of brown and black inks applied carefully over the base coat. A combination of Bestial Brown and white was then painted through the middle of the pattern with a very fine brush. Bionic hands are recommended for this purpose.

ELDAR

These specimens were subjected to black base coats for both their armour and weapons. Highlights were added with blended dark grey. Certain details were later picked out in white and red. Weapons were drybrushed with Chainmail and silver.

Armour plating was variously picked out in blue or Spearstaff Brown. The armour was then highlighted with a mix of base colour and white. Helmets were painted Spearstaff Brown and given a yellow-gold ink wash. Black stripes were painted over the top for the finishing touch. The shoulder pad symbol was simply painted in Spearstaff Brown.

Their skin pigment was created by using a base coat of Bronzed Flesh, washed with Burnt Sienna. White, added to the Bronzed Flesh, served to highlight facial details.

BRIEFING OVER+++++

LUGGUB'S DROP LEGION. CHARADON ORK TASKFORCE (c.987-present).

Gordal Luggub had for a long time been one of the favourite scapegoats of Snagrod the Arch-Arsonist of Charadon. Thus, when Snagrod decided to attack the human planet of Rynns World - and its attendant Chapter of the dreaded Space Marines - Luggub was the Ork Captain who got the honour of leading the assault.

Luggub was quite convinced that this would be his last mission. The Crimson Fist Space Marines were tough to take on anywhere, least of all in their own backyard. Still, the boss was giving the orders, and Luggub decided that at least he would have the honour of a spectacular death, which would live on in Orkish legend. Just to make sure it really *was* a spectacular death, Luggub tentatively suggested an all-out assault from the air, with his best troops literally dropping out from the sky into the Marines' base. Snagrod, in no mood to argue, let him make all the arrangements, thankful at last to be rid of his less than trustworthy lieutenant.

When the assault took place, Luggub had the most amazing stroke of good fortune. Virtually the entire Crimson Fist Chapter was wiped out at a single blow when one of their own missiles went rogue. With the mighty Defence Lasers of the Marine HQ knocked out and most of the

defenders dead, Luggub and his troops landed on the planet surface almost without casualty.

With the Marine HQ fallen, the planet quickly fell into Ork hands. The only remaining pocket of resistance was the heavily defended capital of New Rynn City. Luggub's legion surrounded the city and settled in for a long siege, hoping to starve out the remaining defenders - which included some Crimson Fist survivors - but it was not to be. The Crimson Fists' distress call had been picked up by the Dark Angels, and was answered by the Ravenswing Company.

Now, in the mid-season of the year 987.M41, Luggub's Drop Legion has been reinforced, and prepares for a final assault on the fortifications of New Rynn City. The reinforcements include a detachment of Jet-cycle Riders (using vehicles found in a crashed drop-ship of the Ravenswing Dark Angels) as well as a host of other deadly devices and fanatical troops.

Luggub's Task Force is typical of most Orkish armies, including as it does units of traditionally-equipped Ork troops alongside a hotch-potch of captured and cobbled equipment. The Orks, whilst not possessing what might be termed

classic intelligence, are highly adept at learning how to use the weapons and other items of military equipment which fall into their hands, and are quickly able to make crude copies of unfamiliar technology. It is quite certain that within a few generations any new weapons will be commonplace throughout the Empires.



Warchiefs Personal Banner;
Luggub's Drop Legion

CHARACTERS

POINTS RANGE: 400 - 800 Points

Walk softly, and carry a big
Multi-melta.



0-1 OVERLORD (Captain)

Ork Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	5	3	5	3	9	8	9	9

Equipment: Communicator, Powered Armour, Respirator, Rad Counter, Bionic Eyes (with Targeter and Bio-Scanner).

Weapons: Power Glove, Chainsword, Bolt Pistols (2), Crack, Choke and Blind Grenades.



PV: 152



1 WAR CHIEF (Commander)

Ork Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	5	3	5	3	9	8	9	9

Equipment: Communicator, Powered Armour, Respirator, Bionic Left Arm (with built in Hand Flamer), Porta-rack, Goggles (with Photochromatic and Infra-vision lenses).

Weapons: Bolt Pistol, Bolt gun, Power Axe, Frag and Crack Grenades.



PV: 129



1-2 SHAMANS (Ork Psykers)

Ork Minor Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	5	5	4	5	2	4	2	8	7	8	8

Equipment: Conversion Field Armour, Communicator, Respirator, Infra-vision Visor, Web Solvent (3 uses).

Weapons: Knife, Auto-pistol, Smoke and Choke Grenades.

Psychic Abilities: *Mastery: 2; Psi-Level 25;*

Level 1: Choose 4 abilities.

Level 2: Choose 2 abilities.



PV: 133 each



2-4 COMMISSARS (Surgeon/Torturers)

Ork Minor Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	5	5	4	5	2	4	2	8	7	8	8

Equipment: Flak Armour, Refractor Field Armour, Porta-rack, Medi-pack, 2 Suspensors, Photochromatic Visors, Bio-Scanner.

Weapons: Knife, Bolt pistol, Chainsword, Bolt gun, Frag and Choke Grenades.



PV: 68 each



2-6 DISCIPLINE-MASTERS (Sub-Chiefs)

Ork Champion

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	4	4	1	3	1	7	6	7	7

Equipment: Flak Armour, Refractor Field Armour, Photochromatic Visor.

Weapons: Knife, Bolt pistol, Bolt gun, Chainsword, Frag grenades, Neuro-disruptor.



PV: 21 each



3-6 GRENADIER SQUADS

Standard Ork profiles

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	3	4	1	2	1	7	6	7	7

Basic Equipment (all models): Mesh Armour, Sword and Frag Grenades.

7 Warriors with Bolt-Guns.

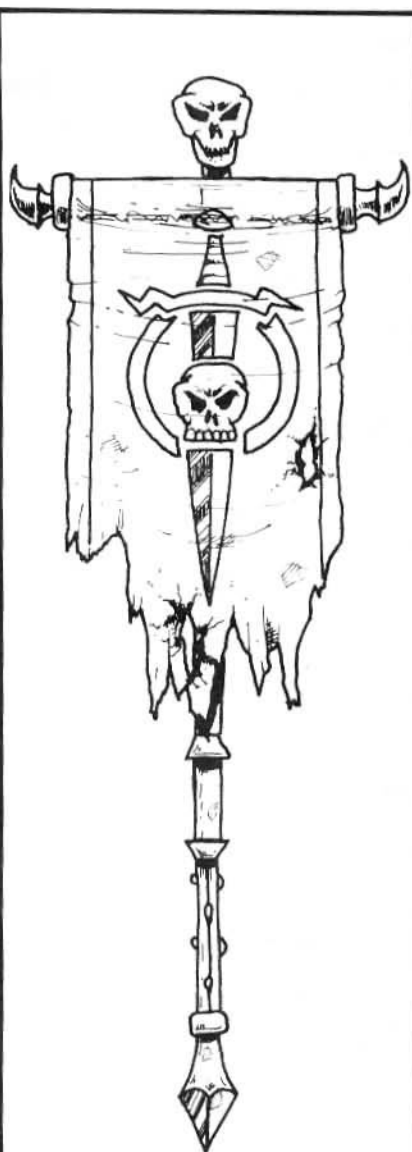
1 Warrior with Bolt Pistol and Flamer.

1 Warrior with Bolt Pistol and Heavy Bolter.

1 Leader with Bolt Pistol, Chainsword and Auto-Pistol and Communicator.



PV: 111 /Squad



Drop Legion Company Battle Banner.

SQUADS

POINTS RANGE: 800 - 1600 Points

Optional Squad Upgrades

1. Convert up to 2 Grenadier Squads to Assault Grenadiers by the addition of Jump packs (1 to each squad member).

Additional Points Cost: 20 per squad.

2. Convert up to 2 Grenadier Squads to Banzai Skyriider Squads by addition of Power Boards (1 to each squad member).

Additional Points Cost: 30 per squad.

Optional Squad Upgrades

1. Convert up to 4 Commando Squads to Chainsword Squads by substituting Chainswords for Warriors' additional Bolt Pistols.

Additional Points Cost: Nil.

2. Convert up to 1 Commando Squad to a Bomber Squad by addition of Bombots (1 per squad member), Crack Grenades and Plasma Grenades.

Additional Points Cost: 80 per squad.

3. Convert up to 2 Commando Squads to Death-Biker Squads by mounting them on Vincent Black Shadow bikes (5 bikes per squad, 5 squad members riding pillion).

Additional Points Cost: 490 per squad.

VINCENT BLACK SHADOW


Orkish Design

LAND		AIR		TRR
Max	Acc/Dec	Max	Min	
32	16			½

Cp	T	D	Sv	Eq	W
1	5	1	5	2	2

Equipment: Auto-Drive, Targeter

Armament: Heavy Bolter (fixed mount, forward firing).



2-4 COMMANDO SQUADS


Standard Ork profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	3	3	3	4	1	2	1	7	6	7	7

Basic Equipment (all models): Flak Armour, Mesh Armour, Sword, Bolt Pistol and Frag Grenades.

8 Warriors with additional Bolt Pistol.
 1 Warrior with Chainsword.
 1 Leader with Power Axe, Hand Flamer, Choke Grenades, Communicator and Bio-Scanner.

PV: 120 /Squad



1-3 BOMBADIER SQUADS

Standard Ork profiles

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	3	3	3	4	1	2	1	7	6	7	7

Basic Equipment (all models): Mesh Armour, Sword and Crack Grenades.

6 Warriors with Bolt-Guns.
 1 Warrior with Bolt Pistol and Flamer.
 1 Warrior with Bolt Pistol and Grenade Launcher with Frag Grenades and 2 Suspensors.
 1 Warrior with Bolt Pistol and Missile Launcher with Frag and Crack Missiles and 2 Suspensors.
 1 Leader with Bolt Pistol, Power Axe, Bolt-Gun, Communicator and Energy Scanner.

PV: 189 /Squad

SUPPORT

POINTS RANGE: 0 - 800 Points


50% chance of exotic equipment; roll on the chart below.

D100 Roll	Equipment Available	Points Value
01-10	10 Flight packs*	40
11-20	Las-cutter	35
21-30	Phase Field Generator	50
31-40	10 suits of Powered Armour*	60
41-50	D4 Jokaero Digital Weapons	50 each
51-60	10 suits of Carapace Armour*	15
61-70	10 Shuriken Catapults*	100
71-80	D10 Plasma Grenades	1 each
81-90	D6 Pysk-out Grenades	10 each
91-00	D4 Vortex Grenades	25 each

* These items must be used to replace the main armament of whole squads.

VEHICLES AND DREADNOUGHTS

The points values given for vehicles do not include crew models unless otherwise stated. Crews may be allocated where necessary from amongst the Characters and/or Squads sections of the lists.



0-5 CAPTURED 'BULLOCK' JET-CYCLES


Imperial Configuration: .001 (Attack)

LAND		AIR		TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min							
30	10	300	10	30	1/3	1	4	1	6	2

Equipment: Auto-Drive, Targeter.

Armament: Twin forward-firing Bolt guns.

PV: 109½ each



0-2 CAPTURED IMPERIAL SPEEDERS

Imperial Speeder: standard profile.

LAND		AIR		TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min							
24	8			1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters(2).

Weapons: Swivel mounted Multi-Melta (with 360° traverse) and Melta gun

PV: 212 each


ORC BATTLE BUGGY

Orks are responsible for some of the ugliest technology ever to see the light of day. The extensive range of vehicles known as War Buggies are a prime example of how much importance the Ork masters of "know-wots" place on aesthetic appeal; ie, none whatsoever. Despite their cobbled-together appearance, however, these vehicles are effective enough and often put to good use by the Warlords.

The Buggies are all constructed in a similar way and incorporate similar features - even though two seen side-by-side may bear little resemblance to each other. Each Buggy is assembled around a basic, highly robust chassis to which are bolted various modules, such as power plants and weapons mounts. Occasionally, enclosed cabins are used to provide protection for the driver or other crew members. But more often, the crew are left exposed, simply hanging on to any convenient bits of the buggy's superstructure whilst they operate the drive system or guns as best they can.

The most common form of Buggy can hold only two Ork crew, but there are larger versions which can carry a tactical unit (5 models), albeit in great discomfort.





0-5 BATTLE BUGGIES

Ork Buggy

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	6				1/2	2	7	16	6	2	2

Equipment: Communicator, Targeter.

Weapons: Twin Bolt guns, swivel mounted (180° traverse).

Each buggy is crewed by two Orks wearing Flak armour and carrying Knives and Bolt Pistols. The crew will have standard Ork profiles. They are included in the points cost of the buggy.

PV: 148 each

Optional Upgrades for Ork Battle Buggy

1. Substitute Multi-melta for Twin Bolt Guns.

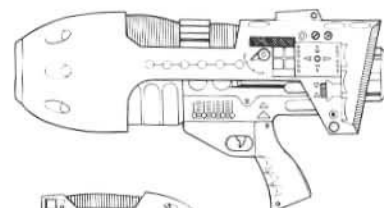
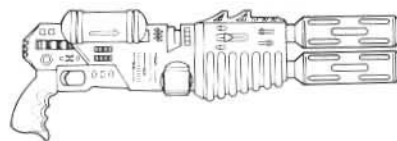
Additional points cost: 46 per Buggy.


2. Substitute Heavy Plasma Gun for Twin Bolt Guns.

Additional points cost: 71 per Buggy.

3. Arm driver with Plasma Pistol in place of Bolt Pistol.

Additional points cost: 3 per driver.





0-3 DREADNOUGHTS

Orkish Design

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	6	7	6	6	7	5	5	2	8	7	8	8

Saving Throw: 3,4,5 or 6


Tech. Level: 7

Pilot: Ork Minor Hero

Weapons: Twin Bolt guns, Auto-cannon

Equipment: Communicator, Powerfield Generator (1" radius)

PV: 222 each



0-5 VINCENT BLACK SHADOW BIKES

Orkish Design

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
32	16				1/2	1	5	1	5,6	2	2

Equipment: Auto-Drive, Targeter.

Armament: Heavy Bolter (fixed mount, forward-firing).

PV: 98 each

0-4 RAPIERS

Gun-Carrier Multi-laser: Standard model

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min	Acc/Dec							
24	6				½	2	8	15	6	2	2

Equipment: Auto-Drive, Targeter.
Weapons: Fixed mount Multi-Laser.

PV: 187 each

Optional RAPIER Upgrades

1. Convert up to 2 Laser-Carriers to Melta-Carriers by substituting main armaments for Multi-Melta guns.

Additional Points Cost: 10 per Carrier.

2. Convert up to 1 Laser-Carrier to Las-cannon Carrier by substituting main armament for Las-cannon.

Additional Points Cost: 50 per Carrier.

ELDRITCH RAIDERS - ELДАР PIRATES (c979.M41-987.M41)

The Eldritch Raiders are a group of Eldar renegades operating in the vicinity of the Kolarne Circle of systems - a sector with an unusually high star-density, lying towards the galactic centre and bordering a number of small Ork empires. For many generations, the worlds of the Kolarne were in revolt and Imperial military presence was very high - at least four policing Space Marine Chapters being posted there. Eventually, the sector was brought under firm Imperial control and is now mostly guarded by the regular Imperial Army.

However, the Kolarne is an ideal place for a hardworking pirate band to make a dishonest crust. The now peaceful worlds of the system are relatively unprotected; the population's natural inclination towards war has been completely eroded by the ravages of the centuries-long wars with the Imperium. The worlds are still rich in commodities and minerals, and the guarding Imperial Army is not mobile enough to be a threat to the cunning Eldar.

The Eldritch Raiders are highly efficient, totally ruthless and a worthy match - even for the Space Marines. Furthermore, they have access to the Eldar Warp gates, and there are enough of these in and around the Kolarne for them to be able to move around the sector quickly and easily.

Of course the Imperium is both aware of, and concerned about the Eldritch Raiders, and the Priesthood have officially outlawed the group. This essentially makes them 'fair game' for any Imperial fleet or army in the area. Eventually, the Imperium will be obliged to take more drastic action in the shape of a Space Marine crusade. Until this happens, the Eldritch Raiders seem certain to continue plaguing the Kolarne.

In common with some other Eldar pirate groups, the Raiders organise their entire force around "Serpent" and "Dragon" warrior squads. These are grouped together into 'wings' or 'cadres' of between 3 and 10 squads, according to the social standing of the cadre's leader (Eldar, even pirates, set great store on aristocratic standing). The cadres are the Eldar equivalent of the Imperial company, although much smaller. Each is commanded by a minor Eldar lord or baron who will be directly responsible to the pirate overlord.

The titles of pirate leaders appear to follow no particular pattern and there are almost as many titles as there are leaders. Some claim to be Kings or Emperors, while others insist on being referred to as Majester. In any case, the leader is certain to be intelligent, cunning, cruel, and very dangerous. His prime task is to bend his criminal cadre captains to his will and prevent them killing

him (and each other). He is, therefore, quite happy to have them in action where they can only harm themselves or the Imperium.

An example illustration of a leader of Eldritch Raiders (Yriel), together with typical badges and banners may be seen on page 43.

As further protection from his captains, the leader personally commands his own cadre of warriors. These are the cream of his military might, amongst the most powerful warriors in the galaxy. Eldar pirates also make regular use of mercenaries, but since they feel a natural antipathy towards Orks, and find Humans irksome, their favoured choice are the massive Zoats. Mercenary groups of these weird creatures are very rare, however, and the few groups to be found within the Imperium are renegades from the Hive-Fleets of the dread Tyrannids. Either abandoned by, or escaped from their former masters, they have little choice but to fight for whoever pays best and complains least.



0-1 IMPERATOR (Pirate Leader)

Eldar Major Hero

Profile:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	7	7	4	4	3	9	3	10	10	10	10

Equipment: Mesh Armour, Conversion Field, Energy Scanner, Bio-Scanner, Rad Counter, Communicator, Targeter, Respirator, Flight Pack, Auto-sense, Suspensors (2).
Weapons: Jokaero Digital Laser and Flamer, Laspistol, Bolt pistol, Force Sword, Shuriken Catapult.
Psychic Abilities: Mastery: 4; Psi-Level: 40
Level 1: Choose 3 abilities
Level 2: Choose 3 abilities
Level 3: Choose 2 abilities
Level 4: Choose 2 abilities.

PV: 553

CHARACTERS

POINTS RANGE: 500 - 1000 Points

Hate! Hate! Hate!
An emotion as pure as it is deep!
Hate! Hate! Hate!
Let it flow, let it run free!

- Inspirational Verse,
Imperial Hymnal Vol. IV



0-1 SHADOWLORD (Cadre Captain)

Eldar Major Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	7	7	4	4	3	9	3	10	10	10	10

Equipment: Mesh Armour, Refractor Field, Respirator, Photochromatic Visor, Communicator, Flight Pack, Bionic Eye with Targeter and Bio-Scanner.

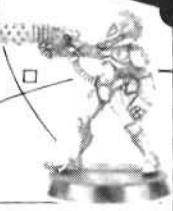
Weapons: Power Sword, Las pistols (2), Shuriken Catapult, Hand Flamer.

Psychic Abilities: Mastery: 3; Psi-Level: 32

Level 1: Choose 4 abilities

Level 2: Choose 3 abilities

Level 3: Choose 2 abilities



PV: 354



Eldritch Raiders Officer
typical helmet markings.



1-2 MALEFACTORS (Psychic Lieutenants)

Eldar Minor Hero

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile	4	6	6	4	4	2	8	2	9	10	10	9

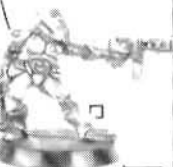
Equipment: mesh Armour, Refractor Field, Photochromatic Visor, Communicator, Respirator, Energy Scanner, Flight Pack.

Weapons: Power Sword, Las pistols (2), Shuriken Catapult.

Psychic Abilities: Mastery: 2; Psi-Level: 30

Level 1: Choose 3 abilities

Level 2: Choose 3 abilities



PV: 179



The 'thopter was a local model, ancient and noisy, the dull beat of its engines drowning any attempt at conversation. Dr Moenkhaus gestured to the ground.

'That,' he said, 'is the main logging zone. You can see the loggers if you look closely.'

Inquisitor Cynole peered from the cabin window. Far below he could make out the brown patches where the forest had been cleared. Pinpricks of black betrayed the presence of the giant machines.

'How far are we from the place?' he asked.

'About twenty miles. It's impassable overland of course, but only a few minutes in a 'thopter.'

Impassable - Cynole thought - how ready this doctor was to dismiss possibilities. Moenkhaus was either a fool or trying to conceal something.



1-3 PREFECTORS (Lieutenants)

Eldar Minor Heroes

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	6	6	4	4	2	8	2	9	10	10	9

Equipment: Mesh Armour, Refractor Field, Photochromatic Visor, Communicator, Respirator, Flight Pack.

Weapons: Power Sword, Las pistols (2), Shuriken Pistol, Shuriken Catapult.



PV: 94



2-6 PROBATI (Officers)

Eldar Champions

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Profile:	4	5	5	4	3	1	7	1	8	9	9	8

Equipment: Mesh Armour, Refractor Field, Photochromatic Visor, Communicator, Respirator.

Weapons: Sword, Las pistols (2), Shuriken Catapult.



PV: 25



Eldritch Raiders Trooper
typical helmet markings.

Addit

Option

Upgrad
Glove a

Additio

SU

POINT:

60% cha
chart bel
D100 E
Roll

01-10 L
11-20 P
21-30 D
31-45 D
46-60 D
61-80 D
81-00 D

SQUADS

POINTS RANGE: 600 - 1500 Points

Optional Serpent Squad Upgrades

- Convert up to 3 Serpent Squads to Razorwing Squads by the addition of Flight packs (1 to each squad member).

Additional Points Cost: 20 per squad.

- Convert up to 1 Serpent Squad to a Skyraider Squad by mounting squad on 5 Jet-cycles (MK14 'Bullock').

Additional Points Cost: 547 per squad.

MK14 'BULLOCK', JET-CYCLE

Imperial Configuration: .001 (Attack)

LAND		AIR		TRR
Max	Acc/Dec	Max	Min	
30	10	300	10	

Cp	T	D	Sv	Eq	W
1	4	1	6	2	2

Equipment: Auto-Drive, Targeter.
Armament: Twin forward-firing Bolt guns.

- Convert up to 2 Serpent Squads to Viper Squads by substituting Powered armour for Mesh armour, adding Shuriken Pistols (1 to each squad member), and upgrading all squad members to Champion status.

Additional Points Cost: 60 per squad.

Optional Zoot Squad Upgrade

Upgrade Leader by substituting the a Power Glove and Flamer for the two Bolt guns.

Additional Points Cost: 13 per squad.

SUPPORT

POINTS RANGE: 0 - 900 Points

60% chance of *exotic equipment*, roll on the chart below:

D100 Roll	Equipment Available	Points Value
01-10	Las-cutter.	35
11-20	Phase Field Generator	50
21-30	D10 Bombots.	5 each
31-45	D6 Neuro-disruptors	5 each
46-60	D10 Plasma Grenades	1 each
61-80	D6 Psyk-out Grenades	10 each
81-00	D4 Vortex Grenades	25 each

2-8 SERPENT SQUADS

Standard Eldar

Profiles:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	3	3	1	6	1	8	9	9	8

Basic Equipment (all models): Mesh Armour, Refractor Field, Knife, Laspistol, Photochromatic Visor, Communicator and Respirator.
3 Warriors with Shuriken Catapults and Frag Grenades.
1 Warrior with Melta-Gun and Frag Grenades.
1 Leader with Flamer, Power Sword, additional Laspistol plus Frag Grenades.
Additional Equipment: Bio-Scanner.

PV: 119 /Squad

1-4 DRAGON SQUADS

Standard Eldar

Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	3	3	1	6	1	8	9	9	8

Basic Equipment (all models): Mesh Armour, Refractor Field, Knife, Laspistol, Photochromatic Visor, Communicator and Respirator.
2 Warriors with Shuriken Catapults and Frag Grenades.
1 Warrior with Flamer and Frag Grenades.
1 Warrior with Heavy Plasma Gun and Frag Grenades.
1 Leader with Plasma Gun, Hand Flamer, additional Laspistol, Power Glove, Frag, Smoke and Plasma(4) Grenades.
Additional Equipment: 1 Bio-Scanner, 1 Energy Scanner, 1 Targeter, 3 Suspensors.

PV: 188 /Squad

0-2 ZOAT TERROR SQUADS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Warriors:	7	5	3	4	5	3	5	2	10	9	9	9
Champion:	7	6	4	5	5	3	6	2	10	9	9	9

Basic Equipment (all models): Flak armour, Communicator and Respirator.
2 Warriors with Bolt-Pistol, Bolt Gun and Melta-Bomb Grenades.
1 Warrior with Bolt-Pistol, Multi-Melta with Targeter, and 4 Suspensors.
1 Leader with Bolt-Pistol, two Bolt Guns and Melta-Bomb Grenades.

PV: 341 /Squad

0-5 JET-CYCLES (Full Flight)

MK14 'Bullock' - Imp. Config: .001 (Attack)

LAND		AIR		TRR	Cp	T	D	Sv	Eq	W
Max	Acc/Dec	Max	Min							
30	10	300	10							

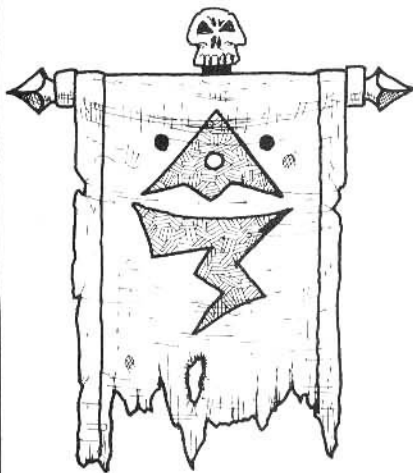
Equipment: Auto-Drive, Targeter.
Armament: Twin forward-firing Bolt guns.

PV: 109½ each

VEHICLES AND DREADNOUGHTS

104

Vehicle points totals do not include crew models unless noted otherwise. If required, crews may be allocated from the Characters and Squads sections of the list or generated separately. Most Eldar vehicles have Auto-drive and Auto-aim and so specific drivers and gunners will not necessarily be required.




Eldar Pirate Back Banner.

Success is commemorated;
Failure merely remembered.

Optional Dreadnought Upgrade

Replace Bio-scanner with 1" radius powerfield generator. This gives the suit a T of 10 until it first suffers a wounding hit which has no other effect than to destroy the powerfield.

Additional points cost: 5 per suit.




0-3 GRAV-ATTACKS (Hoverers)

Eldar Grav-Attack Vehicles

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
20	6				1	5	7	22	5,6	4	4

Equipment: Auto-Drive, Auto-Aim, Targeter, Energy Scanner.
Weapons: Multi-Laser (turret-mounted), 2 Shuriken Catapults (fixed mount, forward-firing, same target).

PV: 264 each




0-2 STOLEN SPEEDERS (Hoverers)

Imperial Speeder

LAND		AIR			TRR	Cp	T	D	Sv	Eq	W
Max	Acc/ Dec	Max	Min	Acc/ Dec							
24	8				1	2	7	15	6	4	3

Equipment: Auto-Drive, Auto-Aim, Targeters (2).
Weapons: Swivel-mounted Multi-Melta and Melta gun (both with 360° traverse).

PV: 212 each



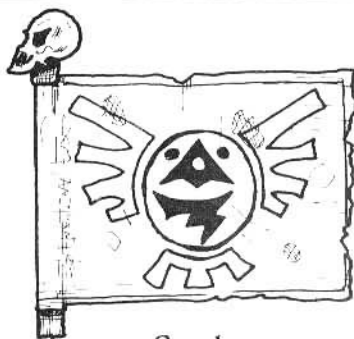
0-2 ELDAR DREADNOUGHTS

Eldar Dreadnought

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	6	8	6	7	8	8	3	8	9	9	8

Saving Throw: 3, 4, 5 or 6.
Tech. Level: 8.
Pilot: Eldar Trooper.
Weapons: 2 Shuriken Catapults (twin-mounted), Multi-Laser.
Equipment: Communicator, Targeters (2), Bio-Scanner.

PV: 350½ each



Speeders



Dreadnoughts



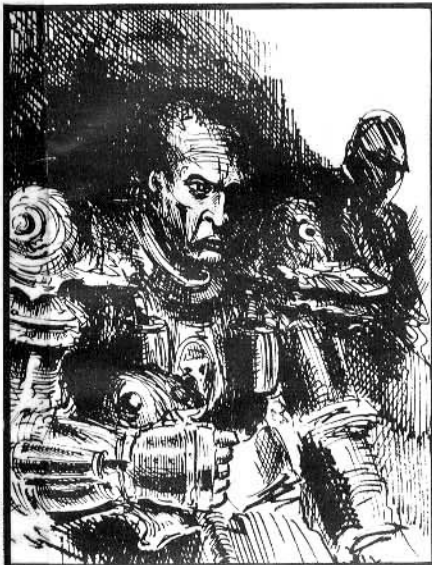
Grav-Attacks.

Vehicle Banners - Eldritch Raiders.

IMPERIAL CHARACTER

ADEPTUS ARBITES

STUGEN DEATHWALKER - PENAL LEGION MAJOR



Ian Miller

Originally from the Apow system, Stugen Deathwalker's rise has been nothing short of meteoric. Knowing neither fear nor pangs of conscience, Stugen was personally responsible for the trial and execution of his own close family, who were the chief instigators of the Apow Peasant Alliance. Aware that other family members would attempt to seek revenge, Stugen singlehandedly tracked down his more distant relatives and dispensed his own imitable brand of justice. Impressed by this single-minded ruthlessness, the Imperial

authorities placed him in command of the Black Scar penal legion.

A taciturn and humourless individual, his subordinates fear him far more than any enemy. Since taking command, Stugen has not lost an engagement, although the battalion has had to be rebuilt from scratch on more than one occasion...



STUGEN DEATHWALKER

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	6	4	4	4	4	3	9	9	9	9	250

Equipment

Armour: Displacer Field, Powered armour, Refractor field.

Weapons: Bolt gun, Las-pistol, Neuro-disruptor, Power glove, Web gun

Grenades: Choke, Hallucinogen, Psyk-out (3), Scare gas, Stumm, Virus (4)

Miscellaneous: Auto-sense, Bionic lungs, Bio-scanner, Cameleoline (cloak), Communicator, Energy scanner, Eye protectors (injection), Power board, Rad-counter, Rad-suit, Stimulant (2 doses), Stumm antidote (4 doses), Web solvent (18 uses).

MOJARN PIETT - PENAL LEGION LIEUTENANT

'Porky' Piett is renowned for his ferocious appetite, as his enormous girth, and constant extra ration load clearly demonstrate. The unfortunate souls who comprise the Penal Legion live in mortal fear of him. Although unsubstantiated, stories abound about his methods of dispensing justice, and how his sentences can be coloured by the amount of

time elapsed since Porky's last meal (and whether the accused has plenty of rations or not).

One (possibly apocryphal) anecdote reports that during the months-long siege of the Penal Legion's garrison on Wakkalub III, Porky fried and ate wounded troopers... Whatever the reason, Porky rarely has much trouble from the convicts under his command.



MOJARN PIETT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	4	2	5	2	8	8	8	8	60

Equipment

Armour: Carapace armour, Refractor field.

Weapons: Bolt pistol, Knife, Needle pistol, Neuro-disruptor, Power axe.

Grenades: Knockout, Stumm, Toxin gas.

Miscellaneous: Auto-sense, Communicator, Eye protectors (contacts), Infra-vision (visor), Respirator, Stumm antidote (6 doses).



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ADEPTUS MECHANICUS

ERASMUS DARVIN - PRAEFECT ACQUISITOR

Acquisitors can be found on many battlefields, salvaging and removing alien artifacts and items for later study, often under the guns of the enemy. Such men soon develop combat skills to match their intellectual abilities, otherwise their lives are somewhat short.

Erasmus Darwin is a successful example of the breed. Born on Luna, the Imperial planet's moon, he was destined for high office in the Imperium from the start. However, the young Erasmus showed an unusual interest in the black arts of technology, and when asked what he wanted to be if he grew up, he always replied 'An Engineer'. Sadly, this ambition was

denied to him. As a virtual Earth-native, the Adeptus Terra inducted him as soon as he left the training creche. His scientific aptitude was noted, and he was assigned to the Adeptus Mechanicus.

Erasmus has had his brain augmented by an electrograft, which gives him a complete memory of many of the technological items the Adeptus Mechanicus have studied. In turn this allows him to rapidly evaluate alien items on the battlefield, and reject those objects which are of little worth. Unfortunately, the electrograft is starting to break down, making him irritable, unpredictable, and somewhat irrational.

Erasmus is currently between assignments, but is confidently expecting that he will be attached to a Legiones Astartes Chapter.

Little of Erasmus' gear is of Imperial make.



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ERASMUS DARVIN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	10	4	4	332

Equipment

Armour: Powered Armour, Refractor.

Grenades: Haywire, Choke.

Weapons: Knife, Chainsword, Powerglove, Lasipistol (with targeter), Jokaero Digital Weapons, 3 Flamers (in glove), Webber.

Miscellaneous: Bio-Scanner, Energy Scanner, Eye Protection (injection), Respirator, Rad Counter, Suspensors (25), Web Solvent (4 uses), Rad Suit, Communicator, Infra-vision (contacts).

His armour is of Eldar manufacture, his weapons are Jokaero or Tyranid made, and his other gear a mish-mash of technologies and styles. He carries 25 suspensors so that he can attach them to his 'finds', allowing easy removal.

He is subject to *hatred* of Orks, due to their complete lack of respect for things technological, and subject to *frenzy* when the GM rules that he has seen a new item of technology.



PALA GREUT - HIGH ENGINEER



Ian Miller

Pala Greut is the the High Engineer of the dreadnought *Wotan*, currently part of the flotilla attached to the Iron Fist Chapter of the Adeptus Astartes.

Pala is a large, straightforward man, who prefers the company of his beloved engines to that of any living being. Sadly, his renowned abilities as engineer are often in demand during campaigns, when he has to advise on all kinds of technical matters - sometimes even

being brought up to the front line to give his celebrated opinions!

As a result he hates leaving the *Wotan*. Almost every time he does so, or so it seems to Pala, some alien or deviant tries to shoot him. Pala practices his fast draw techniques late into the night when no-one is watching, just in case...



PALA GREUT

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	4	2	5	2	10	10	9	9	115

Equipment

Armour: Flak, Conversion Field, Displacer Field.

Weapons: Knife, 2 x Lasipistol.

Miscellaneous: Bionic eyes (targeter, bio- and energy scanners), Bionic lungs, Communicator, Rad counter, Teleport Homer.

ADMINISTRATUM

CORWEN QUILP - FIELD NOTARY

Corwen Quilp is a truly dull person, with all the imagination of a filing cabinet and the



Ian Miller

pedantic attention to detail of a spaceship-spotter. Given his limited abilities and equipment, Corwen makes an ideal GM-controlled character. Indeed, he would love the chance to spend his rest periods writing down the numbers from the sides of spaceships. Unfortunately for Corwen, his work takes him to much more exciting and interesting places than spaceyards.

Corwen is a Field Notary, and it is his task to record everything that is said and done during a battle or campaign for the Administratum Archives. He notes down everything, from ammunition expenditures and ration usage to acts of suicidal bravery and errors of tactical judgement. His utter lack of definable personality is a positive boon in this job, where

any sort of involvement might make him a less than impartial observer.

Corwen also has a talent for getting himself into trouble on battlefields. Often he is so involved in noting that Space Marines fail to pick up spent (but nevertheless expensive to manufacture) cartridge cases that he doesn't realise the enemy want to kill him. So far he has been saved by the timely interventions of those he has been sent to audit.



CORWEN QUILP

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	1	3	3	2	1	1	1	8	10	10	8	23

Equipment

- Weapons: Neuro-disruptor.
- Armour: Displacer Field.
- Miscellaneous: Communicator, Respirator, Energy scanner, Bio-scanner, Rad-suit, Eye Protectors (Visor)

FRIAR YODUS MANGE - MISSION CONFESSOR

Friar Mange knows his duty: to take the Word of the Imperial Cult to the poor ignorant folk of his parish. That some of these heretics do not want to listen to the Word is a sign that they must be in dire need of correction and punishment. Those who do not come to him willingly must face his wrath, and the business

end of his numerous guns.

Formerly a member of the Inquisition, Friar Mange heard the call of missionary work many years ago. Since then he has travelled the Imperium, spreading his own variety of the Imperial Cult. In others this would have lead to immediate termination, but as Friar Mange's beliefs follow a harder line than the Ecclesiarchy, he is allowed to go about his business unmolested. It is said that his presence in a system inspires orthodox religious devotion. The Friar is a great believer in the severe punishment of lapses of faith.



FRIAR YODUS MANGE

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	365

Equipment

- Armour: Powered Armour, Displacer Field, Stasis Field.
- Weapons: Bolt Pistol (2), Hand Flamer, Laspistol, Jokaero Digital Weapons, Laser, Needler x2, Power Sword, Power Glove.
- Grenades: Choke, Fragmentation, Stumm, Toxin, Virus (2).
- Miscellaneous: Bio-scanner, Gills, Cameleoline cloak, Communicator, Eye protection (injection), Immune (3 doses), Infravision (surgery), Porta-rack, Rad-counter, Stimulant (24 doses), Stumm antidote (6 uses), Suspensors (2).



Ian Miller

ASSASSINS

JAKU DIHARDIS - ASSASSIN

Most assassins are taken from feral worlds during infancy, but Jaku is something of a rarity. He is from a hive world, and was recruited at very late age: 14. The reasons for

these breaks with normal practice were simple: the Assassins required an operative who was at home on hive worlds, to remove troublesome Imperial Governors.

After eight years of intensive training, Jaku was returned to his home, and infiltrated the governor's palace. He quickly eliminated the governor and assumed control of the planet, turning it over to the a new Imperial Commander after three months.

Jaku specialises in assassinations and impersonations on hive worlds, where his upbringing giving him a distinct advantage over other Assassins.



Ian Miller

JAKU DIHARDIS

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	685

Equipment

Armour: Conversion field, Displacer field, Stasis field, Refractor field.

Weapons: Bolt pistol, Jokaero digital weapons; flamer, laser, needler, Neuro-disruptor, Web gun, Chainsword, Knife, Power glove.

Grenades: Anti-plant, Blind, Choke, Hallucinogen, Knock-out, Psyk-out (2), Smoke, Stumm, Toxin gas, Virus (4), Vortex (1).

Miscellaneous: Bio-scanner, Respirator, Cameleoline tabard, Communicator, Energy scanner, Eye-protection (injection), Polymorphine (6 uses), Rad-counter, Stimulant (28 doses), Stumm antidote (4 uses), Syn-skin (2 uses), Web solvent (5 uses) 2.

TARIK GORTSUKER - PSI-ASSASSIN

enjoys nothing more than frying his victims' brains before finishing them off by more orthodox means. His abilities to cause fear, and even rout whole units, make it a relatively easy task to neutralise any guards around his target.

A highly trained and dangerous assassin, Tarik

TARIK GORTSUKER

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	4	2	6	2	9	8	10	8	386

Psychic Abilities

Mastery 3 Psi-level 33

Level 1: Cure Injury, Immunity From Poison, Mental Blow.

Level 2: Ectoplasmic Mist, Sense Presence, Teleport 2.

Level 3: Animate Weapon, Cause Fear, Rout.

Equipment

Armour: Conversion field, Displacer field.

Weapons: Laspistol, Web gun, Jokaero digital weapons; 2 needlers.

Grenades: Photon, Scare, Stumm, Tanglefoot, Toxin.

Miscellaneous: Bio-scanner, Breathing Filters, Cameleoline cloak, Energy scanner, Eye-protection (3 uses), Polymorphine (3 uses), Stimulant (18 doses), Stumm antidote (3 uses), Web solvent (1 use).



Ian Miller

THE INQUISITION

INQUISITOR THARG

Most people feel uneasy in the presence of Inquisitor Tharg. The man radiates menace. Fortunately, Tharg's iron will keeps his violent temper in check most of the time, but the simmering wrath of his self-righteousness

seems to give him an almost-tangible electric aura.

Whether his reputation is due to his wholesale slaughter of the inhabitants of Takkack, or simply to the reports of those who have actually met him - the way his bionic eyes seem to penetrate one's brain is not easily forgotten - remains a moot point. One thing is certain, however, anyone who upsets him is 'Obviously a dangerous latent psyker in need of cleansing'.



INQUISITOR THARG

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	202

Equipment

Armour: Powered Armour, Stasis Field, Displacer Field.

Weapons: Bolt Pistol, Chain sword, Jokaero digital weapons; needler, flamer, laser, Knife, Neuro-disruptor, Power glove.

Grenades: Anti-plant, Choke, Hallucinogen, Knock-out, Scare, Stasis, Tanglefoot, Virus (4).

Miscellaneous: Bio-scanner, Bionic eyes (plus targeter), Respirator, Communicator, Cameleoline (long black cloak), Energy Scanner, Eye protectors (injections), Immune (4 doses), Infravision (visor), Porta-rack, Rad-counter, Rad suit, Stimulant (20 doses) Web solvent (3 uses).

PSI-INQUISITOR THOR MALKIN

Said to be a blood-relative of the Master of Inquisitors himself, Thor Malkin is a most feared and accomplished Inquisitor. Invariably armed to the teeth, Thor is a formidable foe, made even more so by his Mastery of the psionic arts. Malkin is often engaged in special retrieval operations - involving the capture or

recapture of those psykers with exceptional powers. His orders are simple: "select the best and destroy the rest." He knows no mercy, if psykers are found wanting, they are eradicated.

In face-to-face meetings the unsuspecting are often disarmed by his unctuous charm and greasy 'humility'. More powerful psykers are subdued by the impressive array of powers and weapons at his disposal.

Thor frequently works in close conjunction with the Legiones Astartes, spearheading assaults on known psyker worlds and strongholds. Teleporting down to a world, Thormakin uses his psi-ability of *Ectoplasmic Mist* to surprise enemy psykers and cover Marine landings.



THOR MALKIN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	10	9	10	10	425

Psychic Abilities

Mastery 4 Psi-level 42

Level 1: Aura of Resistance, Steal Mind.

Level 2: Ectoplasmic Mist, Jinx, Sense Presence.

Level 3: Cause Confusion, Destroy Aura, Telepathy 3.

Level 4: Change Allegiance, Mental Blast.

Equipment

Armour: Powered Armour, Conversion field, Displacer field, Refractor field.

Weapons: Hand flamer, Knife, Plasma pistol, Web gun, Power sword, Jokaero digital weapons; 2 x laser, flamer.

Grenades: Blind, Choke, Crack - normal, Crack - powerful, Knockout, Plasma (5), Scare, Smoke, Tanglefoot.

Miscellaneous: Bionic eyes (with bio-scanner), Breathing apparatus (gills), Energy scanner, Eye protection (injections), Immune (4 doses), Infravision (surgery), Porta-rack, Stimulant (20 doses), Stumm antidote (3 doses), Syn-skin (1 use), Teleport homer, Web Solvent (5 uses).



NAVIGATORS

HERNANDO JURKANTZ - NAVIGATOR

Anyone seeing Hernando is left in no doubt as to his being a mutant. His skin is translucent and both his hands and feet are webbed. Although an initially disturbing sight, Hernando's appearance is usually soon accepted by those who know him as an accomplished Navigator.

Hernando has served aboard Imperial warships for most of his adult life and now

has a roving commission to serve the Legiones Astartes. He is so much in demand that there have been a number of bitter arguments about his assignments to various Chapters. Complaints have usually been loudest from the Chapter losing his services!

Following a spaceship crash on the feral planet, Belami, Hernando had plenty of opportunity to bring out his latent combat skills. After his experiences on Belami, he makes a point of perfecting his abilities.



Ian Miller

HERNANDO JURKANTZ

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	2	5	3	9	8	9	9	170

Equipment

Armour: Powered armour, Displacer Field.

Weapons: Jokaero Digital Weapon - needler, Knife, Plasma Pistol, Power Axe, Web Gun.

Miscellaneous: Bio-scanner, Respirator, Communicator, Energy-scanner, Eye protection (drops), Flight pack, Immune (1 dose), Rad-counter, Rad-suit, Sealed suit - helmet with auto-senses and communicator, Web solvent (4 uses)



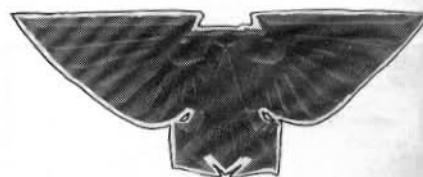
SEEKEN

Seeken was born into a wealthy and powerful Navigator family, but an independent attitude set him at odds with the rigid structure of his

past. At an early age he ran away to seek his fortune among the stars, but rapidly became disillusioned as he found that independence was not quite as he had imagined.

Seeken now makes his living as he can, selling his services to any bidder. Disowned by his family for his mercenary attitude, Seeken is now truly alone. He has taken to the role of loner quite easily, seldom bothering with conversation or social niceties, and trusting no-one.

His Navigator parentage is not obvious. Seeken is able to pass as an unusually slender Human of just above average height.



SEEKEN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	5	5	4	4	2	5	2	8	8	8	7	60

Equipment

Armour: Mesh, Conversion Field.

Weapons: Lasipistol, Neuro-disruptor, Sword.

Miscellaneous: Breathing Mask, Energy Scanner, Eye Protectors (visor), Infravision (visor), Rad-counter, Rad-suit, Sealed Suit - helmet with auto-senses and communicator.



Ian Miller

ROGUE TRADERS

TYREL 'DESTROYER' CATHEK - ROGUE TRADER



Ian Miller

An itinerant traveller of the galaxy, Tyrel wanders beyond the borders of the Empire. He is ideally suited to his role as a wanderer, as he harbours many psychopathic tendencies. Tyrel cannot help destroying those he considers to be a danger to his beloved Empire.

Small, with slightly overlong arms, Tyrel does not cut an imposing figure. He is easily dismissed as harmless by those unaware of his reputation. None make the same mistake twice, as Tyrel would just as readily kill as he would breath. The numbers he has slain are

counted in terms of planetary populations, rather than thousands or millions.

As his decisions to terminate are based on his many deep-seated phobias and prejudices, Tyrel has yet to find a planet where the inhabitants are not a threat.



TYREL 'DESTROYER' CATHEK

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	9	9	9	9	416

Equipment

Armour: Power armour, Conversion field, Stasis field, Refractor field.

Weapons: Bolt Pistol, Neuro-disruptor, Plasma pistol, Web gun, Jokaero digital weapons; flamer, laser, needler, Power axe, Power glove, Power sword.

Grenades: Choke, Crack - normal, Crack - powerful, Melta bomb, Vortex (1).

Miscellaneous: Bio-scanner, Respirator, Cameleoline tabard, Communicator, Energy scanner, Eye protection (drops) Flight pack, Infra-vision (surgery), Rad counter, Stimulant (27 doses), Stumm antidote (3 uses), Suspensors (2), Web solvent (2 uses).

Ship Equipment: Extensive supplies of every item in the equipment section

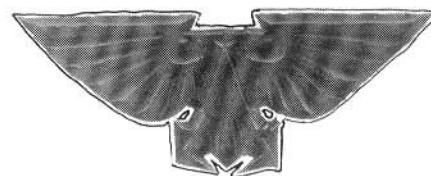
Retinue: 4th Company of Stone Hearts Marine Chapter (100 marines) Two companies of Imperial army (200 troops)

POTAEX HITSEN - PSI-TRADER

Potaex is a rarity amongst Rogue Traders. He is so bored with his task that any diversion, no matter how trivial, will absorb him totally - or at least until the diversion becomes boring! His original contingent of troops, for example,

was jettisoned into space when he became bored with their regimented uniformity.

His nature has lead him into intensive studies of the worlds and civilisations he encounters. Some he destroys in passing, but for most he devises some highly unorthodox scheme for their development or integration into the Empire. He also likes to recruit his forces from the worlds he encounters, making his troops an exotically varied, and at times not-too-boring, bunch.



POTAEX HITSEN

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Points
4	6	6	4	4	3	6	3	10	10	10	10	345

Psychic Abilities

Mastery 2 Psi-level 7

Level 1: Cure Injury, Hammerhand, Teleport 1

Level 2: Jinx, Rally, Smash, Telepathy 2

Equipment

Armour: Carapace, Stasis field, Refractor field.

Weapons: Bolt Pistol, Hand Flamer, Web gun, Jokaero digital weapons: laser, needler, Power glove.

Grenades: Scare, Stasis, Stumm, Tanglefoot.

Miscellaneous: Bio-scanner, Breathing Filters, Communicator, Energy Scanner, Eye protection (contacts), Flight pack, Rad-counter, Stimulant (20 doses), Web solvent (2 uses)



Ian Miller

AFTERWORD!



Letters keep pouring in to the armoured command module here at the Astronomican H.Q. Letters with ideas, letters which ask questions, long letters, short letters, love letters, fren - well, lots of letters anyway. This sample of edited letters has been chosen either because they feature especially good ideas, or because they ask a representative question about the rules or background. I hope you'll find the answers as useful as I found the questions!

Whilst reading (and playing) Warhammer 40,000 I came across several points on which I would appreciate clarification. Firstly, are woods hard or soft cover? Secondly, can missile launchers be used to fire indirectly? Can you enter hand-to-hand combat without charging? Can you fire a missile launcher whilst lying down?

Mark Coulson

This is a reasonable batch of questions! When running games of WH40K my attitude always remains 'use common sense... if you can do something in real life you should also be able to do it in the game'. The division into hard and soft cover is a very convenient gaming mechanism, but it doesn't have to be linked to an immutable rule.

Generally speaking, trees and foliage count as soft cover - hard cover is usually restricted to rocks, walls, buildings and the like. However, I see no reason why you shouldn't count a particular wood or forest as hard cover if you want... maybe the trees just grow very close together.

Missile launchers cannot fire indirectly. Only weapons with a marked trajectory, such as grenade launchers, can fire indirectly.

It is not possible to enter combat without charging. 'Charging' is simply the game term we use to describe a model which is making a move intended to bring it into hand-to-hand combat. As any model attempting to enter hand-to-hand combat is - by definition - 'charging', it is not possible to enter combat without charging... if you see what I mean. Doesn't mean you actually have to run, though.

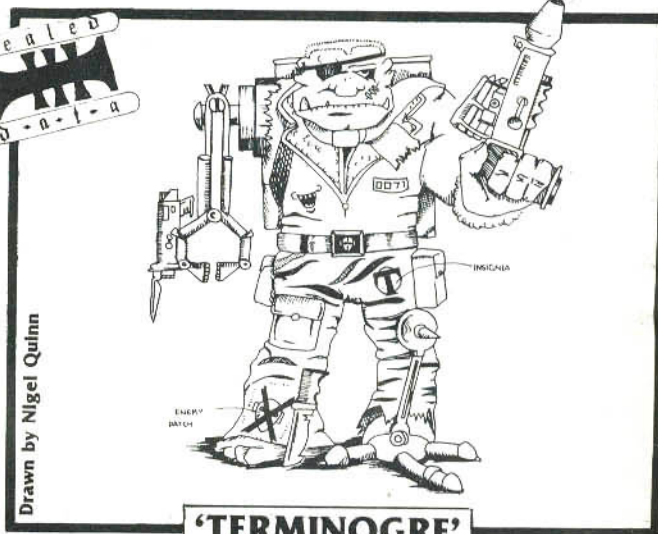
I suppose there is no reason why you shouldn't be able to fire a missile launcher from a prone position.

Is it permitted to use a Marine Chapter of my own invention. I ask because my opponent refuses to fight unless my Space Marines are painted in the uniforms shown on the box.

Geoff Hurt

How puritanical of your opponent! In fact you are not alone, Geoff - I receive quite a few letters each week asking the same question. The answer is simply 'do as you wish'. I designed WH40K so that players could evolve their own material for it, adding to, expanding and thereby improving the original. Of course, you do have to reach an agreement amongst your gaming group. If, by inventing your own Chapter, you also seek to increase their fighting abilities in some way,

I can see your opponent's point. However, if all he is objecting to is the colour scheme, I really can't sympathise with him at all. The uniforms given in the WH40K book are examples only. Further examples are printed in the Index Astartes articles in White Dwarf magazine. I can't see us getting through all 1000 Chapters, however, so there will always be room to invent your own.



'TERMINOGRE'

Could you please tell me if any big vehicles are going to be released in the near future, I think there was a photo of a large tracked vehicle in the article on WH40K in WD93. What is that and when will it be released please?

Timothy Box

Timothy also sent his high-flying rules for using solar-sail power surfboards kept aloft by suspensors! Well, we have no plans to produce 12-masted Sky-schooners, but we do have plans to produce more vehicles. There are many technical problems associated in casting large kits in white metal, not the least being the cost! So, although vehicles will appear in metal, these will be the smaller varieties such as bikes, two-man hoverers, and the like. Plastic kits are unfortunately very expensive to design, so we can't do very many. Bob Naismith (model supremo and extremely Scottish person) and The Man with No Name (who sometimes answers to the title John Thornthwaite) have overcome this dual problem in a rather unique way. John has designed a large tracked vehicle with separate hatches and 'hard-points' for weapons. Bob meanwhile has designed a multitude of metal hatches and weapons to fit the plastic recesses. The result is the best of both worlds - a complete range of plastic vehicles! In addition, we have a complete plastic kit of the Land Raider under production!

I know your game, deviant... the Emperor is watching you!
Inquisitor Hardheel

It wasn't me! Honest!



Thought for the Day:
The Known Is But The Shadow Of The Knowable.

The Prefectus Inquisitoris cleared his throat as a sign that the meeting was to commence. A reverent hush fell at once - the servo-assisted clearing of a bionic oesophagus implant has a sound quite unlike anything else.

"As you will have been informed," he began, "The existence of a document entitled *Warhammer 40,000* has been discovered. It is clearly the work of traitors and mutants, and contains a great deal of classified information on ourselves and the other servants of the Emperor."

"Hail the Emperor," intoned the Inquisitors in unison. The Prefectus continued.

"This meeting has been called to lay further discoveries before you. We have much to consider here." He pressed a button on the arm of his chair, and the screen at the end of the great table flickered into life.

"First, a volume entitled *Warhammer Fantasy Roleplay*. Note the recurrence of the word *Warhammer*. The document appears to concern itself with a feral world, location unknown. Terms we have not yet interpreted include *Britain's best-selling fantasy roleplaying game*. The words *Warhammer Fantasy Roleplay* also appear on a number of smaller documents, which appear to be related.

"Secondly, a document called *Warhammer Fantasy Battle* - the words *Warhammer Fantasy* recur, as you see. The same feral world, but this time there is information on battlefield conditions and mass actions, in the same tone as the proscribed *Warhammer 40,000*. Indeed, there are other similarities between these three works - hardback book format, copious illustration and a wealth of detail throughout. Our librarians are still trying to interpret the words *the world's most popular fantasy tabletop battle game since 1982, now in a third edition*.

"Thirdly, *Blood Bowl*. This appears to be a tactical simulation of a sport - our librarians have suggested links with a sport played on Earth in the late second millennium, called *Football*, but again there are references to a feral-type world which may or may not be the world I have already mentioned.

"Fourth, *Talisman*. Again a feral world, but this time a simulation of a journey, in search of an artefact called *The Crown of Command*. The words *the world's most popular fantasy boardgame* await full interpretation.

"Finally, *Dungeonquest*, an exploration of a shifting maze within a feral-world fortress, leading to a confrontation with a fire-breathing reptile called a *dragon* - possibly a deathworld creature of some kind.

"At all costs, we must have more information. But tread carefully. Many of our best investigators have been corrupted even by brief exposure, and were quickly capable of nothing except repeatedly rolling dice and, by their own admission, *enjoying themselves*."

There was a hiss of indrawn breath. This was serious indeed.

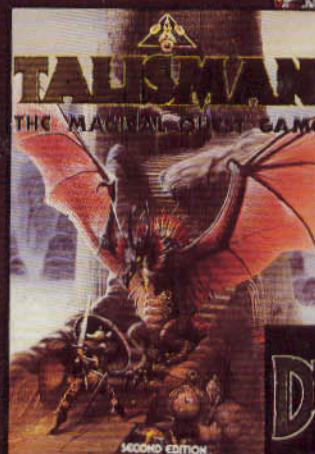
"Inquisitor Brogun," the Prefectus nodded towards one of the assembly.

"Honoured Prefectus," Brogun began, "It seems that the words *Games Workshop* recur throughout this range of specimens. Might we conclude from this that all are the work of the same organisation? If so, we need only find this *Games Workshop* for all our questions to be answered." The Prefectus nodded again.

"Indeed," he said. "Let the word be passed to all Inquisitors. Seek out this *Games Workshop*!"

As soon as the meeting broke up, Brogun sought a quiet corner in the waste-processing plant and tapped a sequence of numbers into his com-link.

"Games Workshop Mail Order?" he said, as loudly as he dared, "I'd like to place a credit card order..."



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WEAPON SUMMARY

BASIC WEAPONS

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Auto-gun	0-12"	12-32"	+1		3	1	-1						6
Bolter	0-12"	12-24"	+1		4	1	-1						6
Bow	0-12"	12-24"		-1	3	1							5
Crossbow	0-16"	16-32"		-1	4	1				x		1 1/2"	5
Flamer	0-8"	8-16"	+2		4	1	-2					1 1/2"	6
Gravton Gun	0-8"	8-16"	+1		special	1						1 1/2"	5
Handbow	0-8"	8-16"		-1	4	1				x			6
Lasgun	0-12"	12-24"	+1		3	1	-1						6
Melta-gun	0-6"	6-12"	+1		8	D6				x		1"	6
Musket	0-6"	6-24"		-1	3	1	-1			x			5
Needle	0-16"	16-32"	+1		3	1	-1			x			7
Plasma gun	0-8"	8-24"	+1		7	1	-2				x		6
Shotgun	0-4"	4-18"		-1	varies	1	varies			x	x	1/2"	5
Shuriken Catapult	0-12"	12-24"	+1		4	1							7
Sling	0-12"	12-18"		-1	3	1				x	x		5

HEAVY WEAPONS

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Auto-cannon	0-20"	20-72"			8	D6	-3	2"	x			1"	6
Beamer	0-20"	20-40"	-1		varies	D6	varies	1 1/2"	x			varies	7
D Cannon	0-16"	16-32"		-1	see text			2"	x			2"	8
Grenade Launcher	0-20"	20-60"			as ammo			1 1/2"	x				6
Heavy Bolter	0-20"	20-40"			5	D4	-2	1"	x	x			6
Heavy Plasma Gun: sustained	0-20"	20-40"			10	D10	-6	2"	x	x		1"	6
Heavy Plasma Gun: maximal	0-20"	20-72"			4	1	-1	1"	x	x			6
Heavy Stub Gun	0-20"	20-40"			see text			2"	x			2"	7
Heavy Webber	0-12"	12-24"			9	2D6	-6	2"	x				6
Las-cannon	0-20"	20-60"			as ammo			1"	x				6
Missile Launcher	0-20"	20-60"			6	D4	-1	2"	x	x			6
Multi-laser	0-20"	20-60"	+1		8	4D6	-4	2"	x			2"	6
Multi-melta	0-12"	12-24"	+1		8	4D6	-4	2"	x			2"	6

CLOSE COMBAT WEAPONS

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Antique Pistol	0-8"	8-12"	-1	-2	3	1	-1	x					5
Autopistol	0-8"	8-16"	+2		3	1	-1	x					6
Bolt Pistol	0-8"	8-16"	+2		4	1	-1	x					6
Chainsword			close combat only		4	1	-1	x					6
Combat Accessory			close combat only		as user	1		x					4
Force Rod			close combat only		see text	1		x					4
Force Sword			close combat only		as user	1		x					4
Hafted Weapon			close combat only		as user	1	-1	x					4
Hand Flamer	0-4"	4-8"	+2		4	1	-2	x					4
Hand Weapon			close combat only		as user	1		x					4
Improvised Weapon			close combat only		as user	1		x					1
Las-pistol	0-8"	8-16"	+2	-1	3	1		x					6
Needle Pistol	0-8"	8-16"	+2	-1	2	1	+1	x					6
Neuro Disruptor	0-8"	8-12"	+2		see text	1		x					4
Plasma Pistol	0-8"	8-16"	+2	-1	6	1	-1	x		x			6
Poweraxe			close combat only		8	1	-3	x					5
Powerglove			close combat only		8	1	-5	x					6
Powersword			close combat only		5	1	-1	x					6
Sawn-off Shotgun	0-4"	4-8"		-1	varies	1	varies	x	x			1/2"	5
Shuriken Pistol	0-8"	8-12"	+2		3	1	-1	x					7
Stub Gun	0-8"	8-16"		-1	3	1		x					4
Sword			close combat only		as user	1		x					4
Webber	0-4"	4-8"	+1		see text	1		x					7

GRENADES AND MISSILES *

	Short Range	Long Range	Shooting to Hit		Strength	Damage	Save Mod.	Type				Area	Tech
			S	L				C	H	S	F		
Anti-plant	0-4"	4-8"	always hits							x		1 1/2"	4
Blind	0-4"	4-8"	always hits							x		1 1/2"	4
Choke	0-4"	4-8"		-1	3	1				x		1 1/2"	4
Crack: basic	0-2"	2-4"		-1	6	D6	-3			x		1 1/2"	5
Crack: normal					8	D10	-6			x		1 1/2"	5
Crack: missile - powerful					3	1				x		2"	4
Frag	0-4"	4-8"		-1	see text	1				x		1 1/2"	6
Hallucinogen	0-4"	4-8"		-1	2	1				x		1 1/2"	6
Haywire	0-4"	4-8"		-1	see text	1				x		1 1/2"	5
Knock-out	0-4"	4-8"		-1	8	D6	-4			x		1"	5
Melta-bomb	0-4"	4-8"	always hits							x		1 1/2"	5
Photon	0-4"	4-8"		-1	5	1	-2			x		1 1/2"	4
Plasma	0-4"	4-8"	always hits							x		1 1/2"	4
Psyk-out	0-4"	4-8"	always hits							x		1 1/2"	4
Rpg	0-4"	4-8"			varies					x		varies	5

* All ranges and to hit modifiers apply to grenades only. For missiles see details of launcher.



CODE: 00720s
ISBN 1 869893 33 6



PRINTED
IN THE
U.K.

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